

ISSUE NO.
271
SEPTEMBER
OCT/NOV PRE-ORDER

GTM



GAME TRADE MAGAZINE



ADVENTURES IN EQUESTRIA

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IN THIS ISSUE:

- CAN YOUR RESPONSE TEAM AVERT AN ECOLOGICAL DISASTER IN SMIRK AND DAGGER'S *THE SPILL*?
- STEVE JACKSON GAMES CHALLENGES YOU TO BE THE GREATEST SUPER-VILLAIN IN *MUNCHKIN: BATMAN*!

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COVER STORY



My Little Pony: Adventures in Equestria

Travel to different locations throughout Ponyville, get new cards to improve your deck, complete tasks for resources, and overcome obstacles as Twilight Sparkle, Rainbow Dash, Fluttershy, and more!

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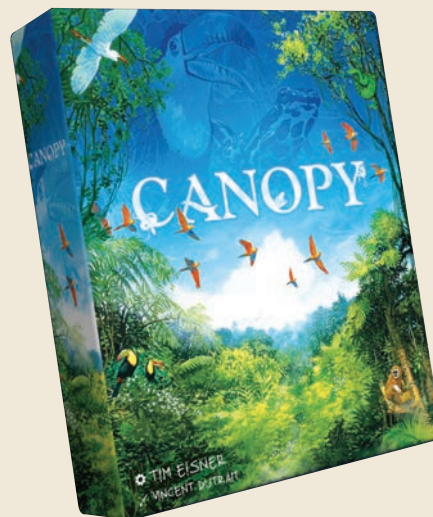
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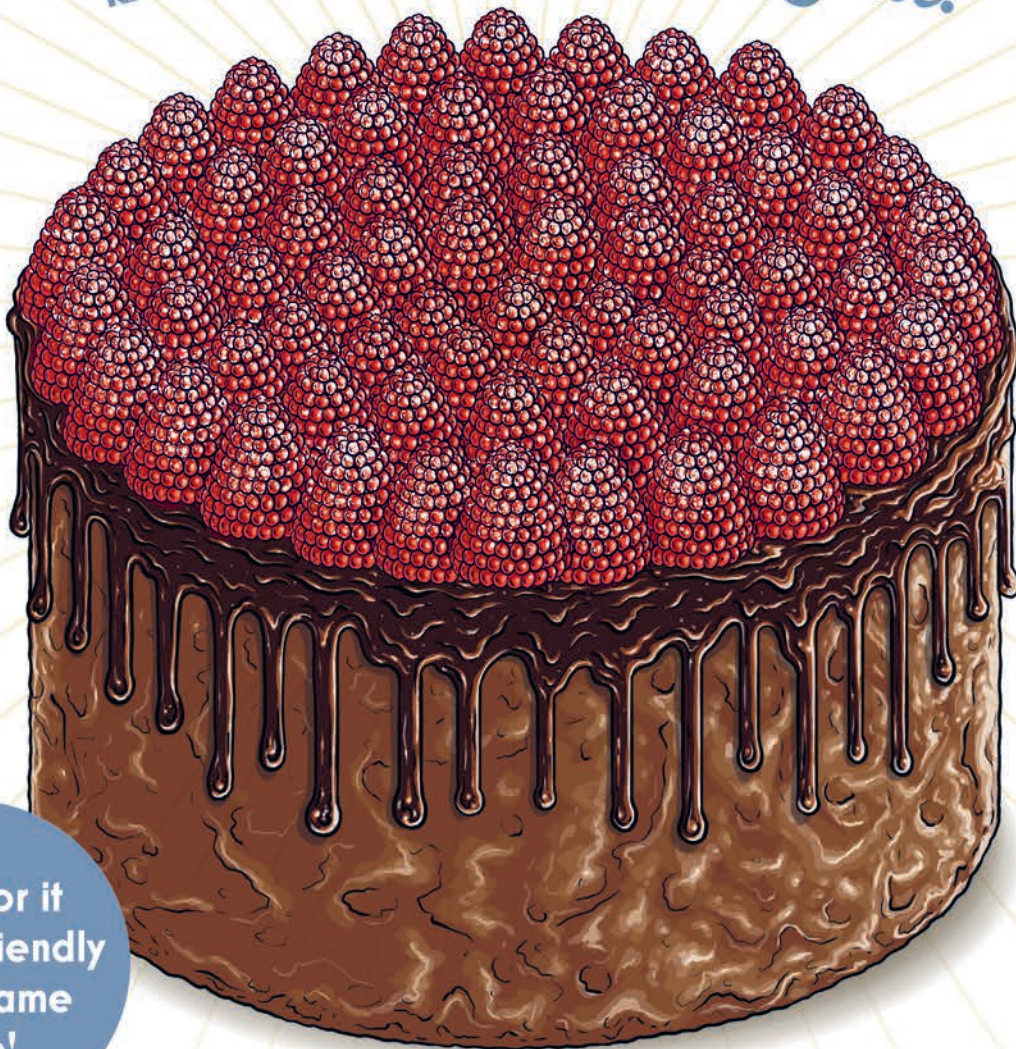
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local game
store!

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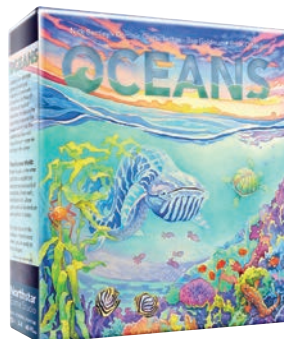
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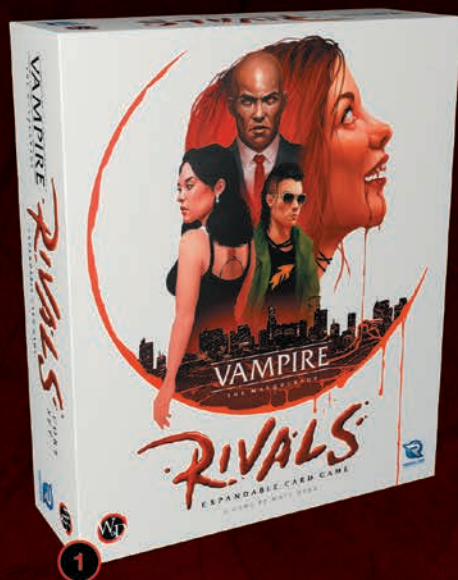
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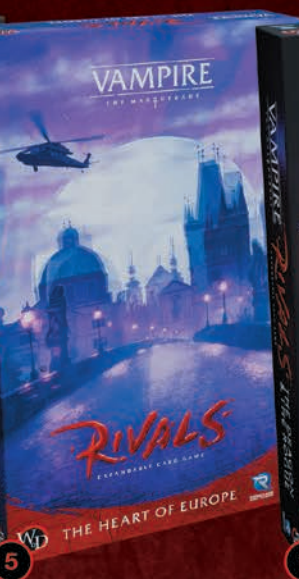


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Fangs Out, Fight for Control of the City!

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Greetings Dear Readers!

Welcome to your September issue of *Game Trade Magazine*! We've got a heroic issue for you this month and we're kicking things off with an adventure in the lands of Ponyville.

In *Adventures in Equestria* from Renegade Game Studios, fans can play as Twilight Sparkle, Rainbow Dash, Fluttershy, Rarity, Applejack, or Pinkie Pie as they work together to gather allies, actions, and artifacts and overcome obstacles. But don't take too long or clouds will build up over time and cause you to suffer setbacks in your quest!

Speaking of coordination and teamwork, your friends and you will need to bring you're A-game if you're to successfully save wildlife and contain the oil in *The SPILL* from Smirk and Dagger!

The SPILL incorporates a unique dice tower and employs a "reverse tower defense" style of play as players sail the perimeter trying to push back and contain the oil, remove dice from the water and save the sea life.

That's not all — if you prefer to take on a more dastardly role, then Steve Jackson Games has a treat for you! In *Munchkin Batman*, you get to play as one of Gotham City's most infamous villains as you attempt to foil the Caped Crusader with various crimes. The first player to level 10 is the most notorious villain in Gotham City!

We've also got epic heroic action with a sneak-peek at the upcoming *War of the Ring* card game, the *Secret Wars Marvel Dice Masters* expansion, and more!

As we part this month, I'd like to wish my dad a very happy birthday. As a young gamer, he got me started on classics like *Risk* and *Monopoly*, but also lines like Avalon Hill, and more. I definitely wouldn't be where I am today without getting with such fun games from an early age.

Happy Birthday Dad! ❤️

Game on,
-JG



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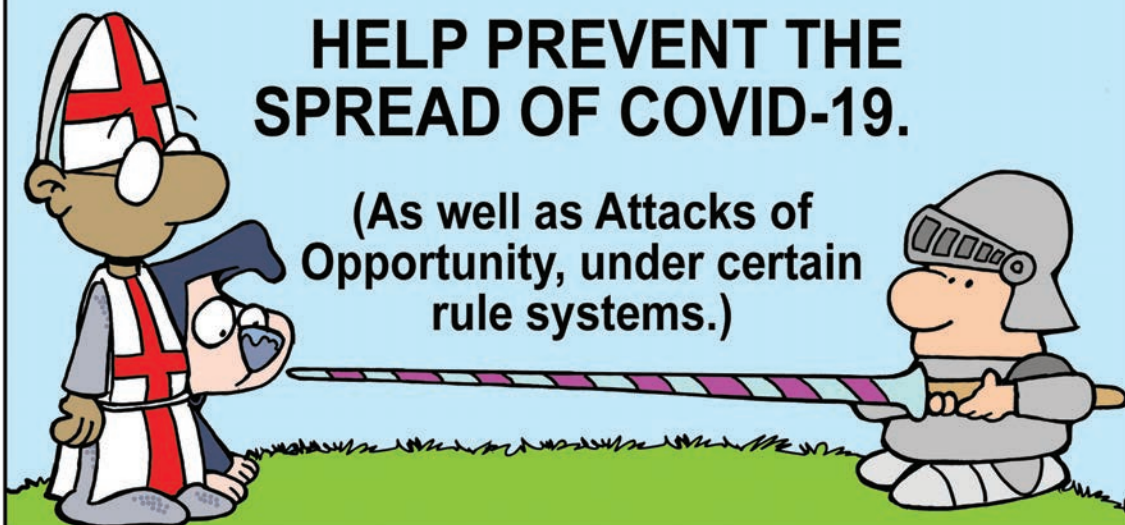
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Please maintain a 6 ft. distance between yourself and others.

HELP PREVENT THE SPREAD OF COVID-19.

(As well as Attacks of
Opportunity, under certain
rule systems.)



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Juicy Fruits



HIGHLY ACCESSIBLE GAMEPLAY **WITH** REMARKABLE DEPTH AND STRATEGY



Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486.....\$34.95

ULTRA PRO

AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550.....\$14.95

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525.....\$14.95

MORGAN LE FET PLAYMAT
UPI 15526.....\$14.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549.....\$14.95

PASSAGE TO AUTUMN PLAYMAT
UPI 15530.....\$14.95

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527.....\$14.95

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526.....\$14.95

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15527.....\$14.95

USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE ENIGMA - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 68010720.....\$14.95

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449.....\$14.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO HN010595.....\$14.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC010103.....\$14.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 9096712.....\$14.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.
USO 91033069.....\$14.95

WIZARDS OF THE COAST

FEATURED ITEM

MAGIC THE GATHERING CCG: ARENA STATER KIT
MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY (34) WOC C75030000.....\$14.95
BUNDLE WOC C75070000.....\$14.95
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000.....\$14.95
PLANESWALKER DECK DISPLAY (10) WOC C75060000.....\$14.95
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$14.95

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster released The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

SUPER-SKILL PINBALL: 4-CARD
Super-Skill Pinball 4-Card brings the arcade classic to the tabletop with art, stats, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching bonuses for scorekeeping, then roll a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON



SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

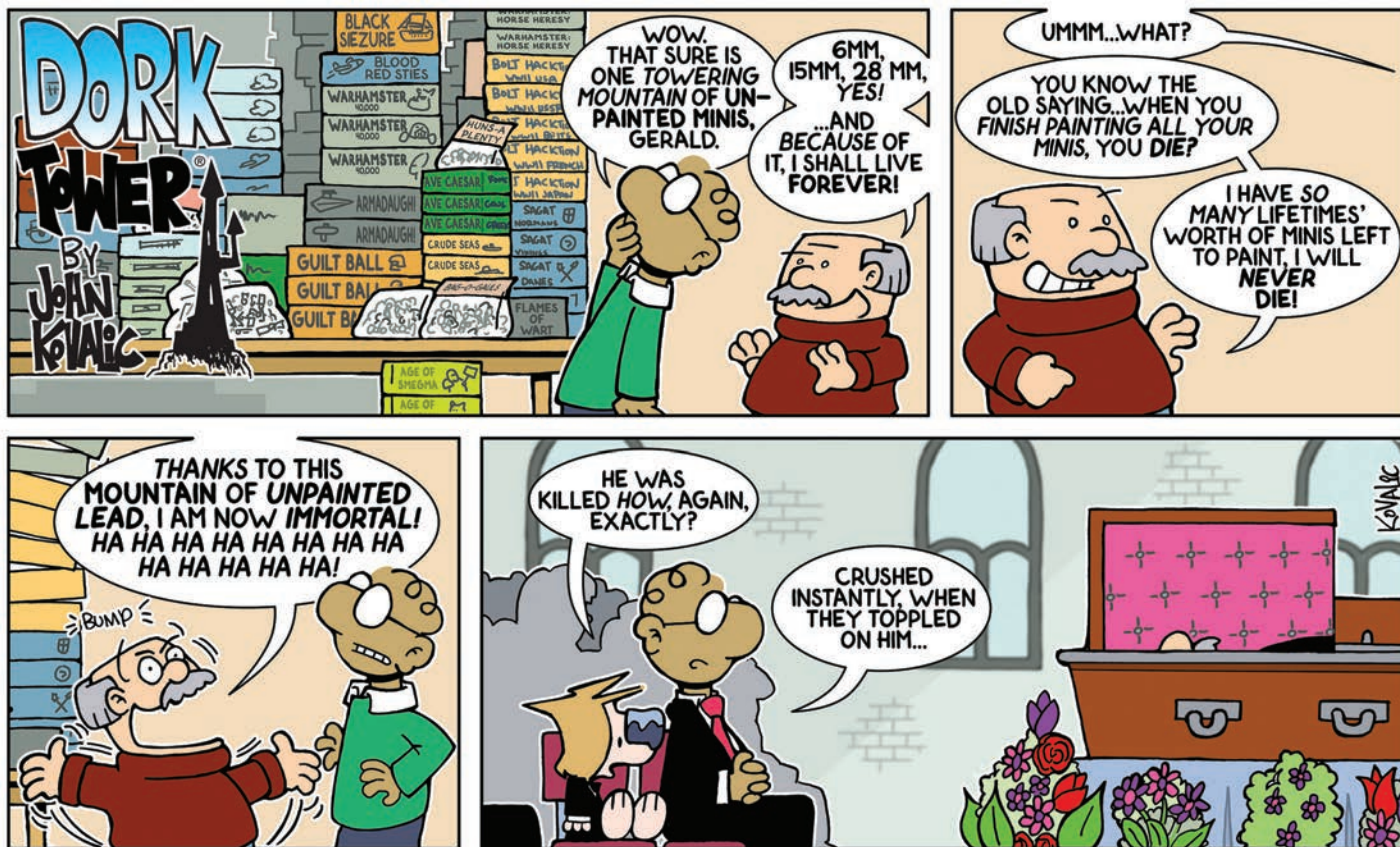
PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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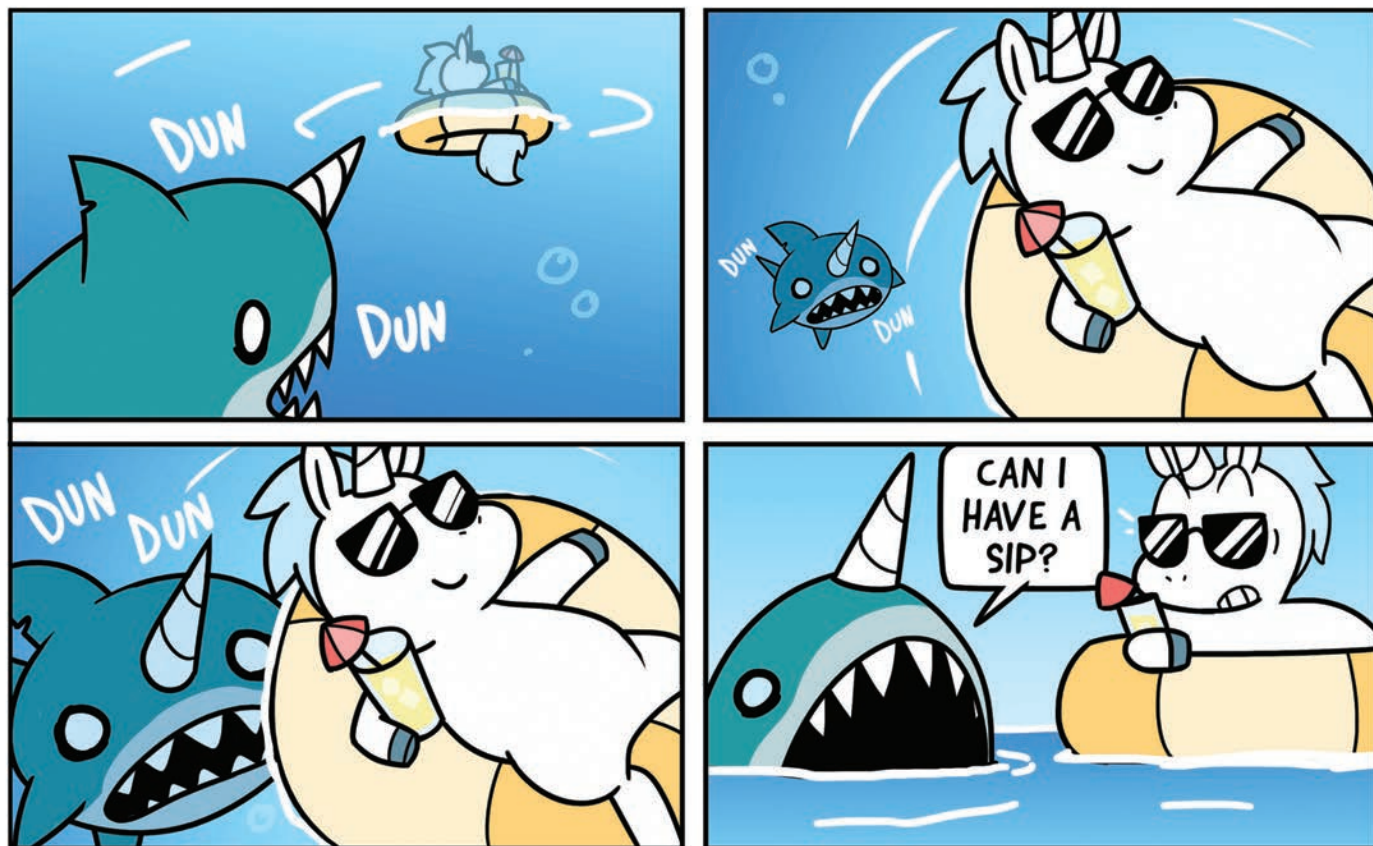
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UNSTABLE GAMES.COM

EPIC SPELL WARS OF THE
BATTLEWIZARDS

ANNIHILAGEDDON 2

XTREME NACHO LEGENDS

WARNING

CONTAINS AWESOME
MATURE CONTENT
AND PROFANITY

2-5

WIZARDS

17+

AGES

45 MIN!

FIGHT TIME

MAYBE A
LITTLE LONGER

ARE YOU **READY** TO **UNLEASH NACHO-FLAVORED CARNAGE?**

Be careful: The arena is **XTREME** this time around. As matter of fact, it's totally **XTREME**, it's totally **NACHO**... AND it's totally f-ing **LEGENDARY**. This game features the most **INTENSE** deck-building gameplay legally available!

COMING AUGUST 2022!

Standalone game, but compatible with games and expansions in the
Epic Spell Wars: ANNIHILAGEDDON series.



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For more information, visit cryptozoic.com.

MSRP: \$44.95

PLAY YOUR WAY WITH



ADVENTURES IN EQUESTRIA



MY LITTLE PONY: ADVENTURES IN EQUESTRIA DBG

RGS 02401 \$45.00 | Available August 2022!

Get ready to canter into the adventure of your dreams with *My Little Pony: Adventures in Equestria*, a new cooperative Deck-Building Game from Renegade Game Studios!

As Applejack, Fluttershy, Pinkie Pie, Rainbow Dash, Rarity, and Twilight Sparkle, you'll travel to various helpful Locations around Equestria as you recruit Allies, learn Actions, search for Artifacts, and resolve Situations that appear in the Adventure Row! Collect Sugar Cubes to overcome Hurdles and the Final Challenge to win the game. Watch out — if you take too long, clouds will build up over time and cause you to suffer setbacks in your quest. The ponies will have to work together using teamwork and friendship to win the game!

My Little Pony: Adventures in Equestria is a 1–4 player cooperative game that lets you and your friends take on the roles of your favorite ponies and go on adventures across Equestria!

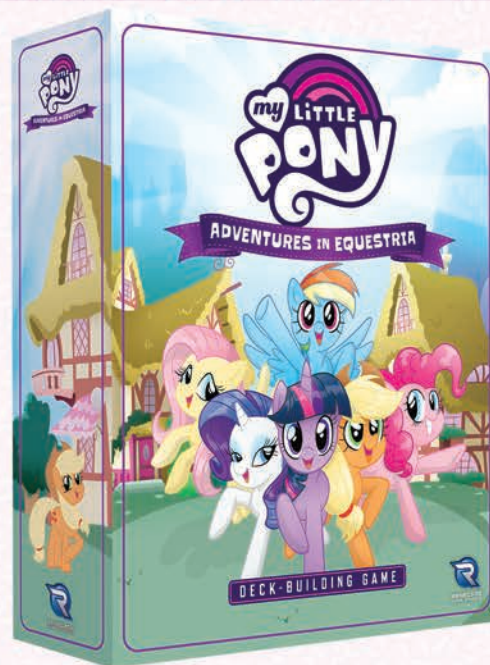


CREATE THE ADVENTURE OF YOUR DREAMS

My Little Pony: Adventures in Equestria is for everyone, from families board gaming for the first time to deck-building enthusiasts looking for a challenge. Every game of *Adventures in Equestria* can be set to different complexity and difficulty levels thanks to customizable gameplay elements.

As you embark on your quest, players will acquire Work, Friendship, and Knowledge sugar cubes that can be used to overcome hurdles or even a final challenge to help you win the game! While you'll gather many different types of resources throughout the game it will be sugar cubes that will help you overcome your toughest challenges!

Every game of *Adventures in Equestria* has the ponies facing three Hurdles and one Final Challenge. Every Hurdle requires a different contribution of Sugar Cubes from the ponies to overcome, they'll also offer unique Rewards for overcoming them or a unique Setback if they can't be beaten in time. Every Hurdle has a difficulty level of 1 to 3, with higher numbers being more difficult to overcome. For



example, Stampede is a level 1 challenge that require 1 Work Sugar Cube per player to overcome. A nice challenge to acquaint yourself with Equestria. On the other hand, "Spike Vs. Owlowiscious" requires three sugar cubes per player to overcome and strengthens the final challenge as a setback. A level three hurdle like this is perfect for

players looking for a challenge, but a level 2 challenge is a nice middle ground. Maybe players are dealing with "You.Need.Help" a hurdle that requires two Knowledge Sugar Cubes from every player and could make them discard a card if they aren't careful.





The more Sugar Cubes players have to contribute, the harder the Hurdle will be to overcome, but harder challenges can also lead to greater rewards! Overcoming a difficult Hurdle like "I've Got a Much Better Idea" will even let a player gain a new Ally or Action from the Adventure Row!

you can choose a level 2 Final Challenge like "Just Who Does She Think She Is?" which will make situations cost a little more to resolve, but won't directly discard resources or cards, making it easier for new players to deal with.

2/1+1 YOU. NEED. HELP. LEVEL 2

Overcome: 2 per player. Then, flip 1 Hurdle for its added Chaos.

Reward: The active player gains 1 and 1.

Setback: Each player discards 1 card at random.

CHAOS

+1 SUGAR CUBE / 1

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2/1 I'VE GOT A MUCH BETTER IDEA LEVEL 3

Overcome: 3 per player. Then, flip 1 Hurdle for its added Chaos.

Reward: The active player may gain 1 Ally or Action from the Adventure Row.

Setback: Each player discards 2 Resource Tokens (if they have any).

CHAOS

+1 / 1

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The rulebook recommends using one Hurdle of each level for a game, but this setup can be customized to your play group. Are you nervous about your first time in Equestria? Pick a couple level 1 Hurdles to ease yourself into the game. Looking for more of a challenge? Add a couple of level 3 Hurdles to the mix! Everyone has challenges to overcome, but in *My Little Pony: Adventures in Equestria* the choice of hurdles is up to you!

The Final Challenge is the final hurdle you have to tackle to win the game and finish your adventure.

This is as high as the stakes get, which is why there are no level 1 Final Challenges. However, you still get to choose between a level 2 or a level 3 Challenge. Maybe your final step is dealing with a "Nightmare Moon", a Final Challenge that will make cards in the Adventure Row cost more to buy, forcing players to think carefully about their resources, especially when the Nightmare Moon starts forcing them to discard cards! If this feels like too much to handle,

2/1+6 NIGHTMARE MOON LEVEL 3

CLOUD COVER

CD: Cards in the Adventure Row cost +1 (no matter their cost type).

BD: At the start of your turn, discard 1 random card.

Overcome: Each player must contribute 3 Sugar Cubes. Then, flip 2 Hurdles for their added Chaos.

Reward: Your team wins the game!

Setback: You lose the game!

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2/1+5 JUST WHO DOES SHE THINK SHE IS? LEVEL 2

CLOUD COVER

CD: Situations cost +2 to Resolve.

BD: At the end of your turn, discard all cards in the Adventure Row with 1 or costs.

Overcome: Each player must contribute 2. Then, flip 2 Hurdles for their added Chaos.

Reward: Your team wins the game!

Setback: You lose the game!

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CANTER INTO A NEW JOURNEY

However you choose to play, there are plenty of journeys to take in *My Little Pony: Adventures in Equestria*! There are multiple Hurdles and Final Challenges of every level, meaning every game can be a unique experience tailored to how you want to play, and future expansions can add even more customization to your games! Set out with Applejack, Fluttershy, Pinkie Pie, Rainbow Dash, Rarity, and Twilight Sparkle when *My Little Pony: Adventures in Equestria* releases in the third quarter of 2022!

...

Derek Shuck is a freelance writer whose work has appeared in everything from the local paper to the biggest websites in the world. His grandma once called him "The John Wayne of Words."



DESIGNING THE SPILL

DESIGNED BY ANDY KIM
ILLUSTRATED BY KWANCHAI MORIYA

THE SPILL

SND 1008 \$49.99 | Available August 2022!

The SPILL, the new co-op game from Smirk and Dagger Games, took years to develop and finally makes its debut in late August. Andy Kim, the game's designer, discusses its creation and how it all began...

First, I love dice towers! I was driving home from a game meetup, dice tower beside me, when an idea popped into my head. "Would it be possible to create a dice tower where the dice would randomly fall in 4 different directions, instead of just one?"

As I got home, with the idea fresh in my mind, I got to work. I took out a full 12x12 inch sheet of chipboard and fashioned what I hoped would work as the first-ever "four-way" dice tower. My first test drop could not have been more perfect. Each of the four dice dropped out a different side of the tower. After successfully testing it out several times (and adding a few more runs just because it was so much fun), I started thinking about what type of game could be made with it.

But it was my wife who had the answer. After asking her what sort of things would spread out in this manner, she immediately thought of an oil rig. The dice could represent the oil spilling into the ocean and the players must work together to manage the spill. It was brilliant and we started to think further on the idea. With memories about sea life being coated in oil on the news, we thought rescuing them should be part of winning the game. The theme and the tower mechanic married perfectly — and so the idea of *Black Waves* (the original name of the game) was born.

This was the most complex board game prototype I had ever created, with 36 double-sided marine life tiles, a fairly large board and a new and improved cardboard, four-way dice tower that stood



a foot off the table. (and I am not a graphic artist!) It was at this point, I also decided to add a few Specialists, with asymmetric player powers that would create unique tools for players in fighting the spill.

At this time, the End Game had just two losing conditions: If 4 or more marine animals of a given species had died (yes, they died in the original iteration) and/or if 10 Spillouts had occurred, you'd lose. The players would win if the players emptied the bag of 60 dice without a loss condition occurring.

It was time to playtest like crazy. I experimented with how many dice to drop every turn — and in the end, used all the models we





tried as levels of difficulty. Resource cards were introduced to mitigate some of the randomness of the oil dice. Sometimes players were just in the wrong spot at the wrong time, powerless to do anything about it. While a natural part of the game, the Resource cards gave players a fighting chance. Player response was amazing. Though, people's love of animals had us rethink contaminated animals, so that they went to intensive care (instead of dying) to soften the blow of their loss.

I felt at this point, it was ready to put it in front of publishers. I brought it to ProtoTO, Toronto's board game prototype convention. It was there that Curt Covert, of Smirk and Dagger Games, discovered the game. The high drama of the game really resonated with him and he loved the table appeal of the tower. Curt made an offer to sign the game right there during the show.

Many changes came during development over the next few years, with Curt and I doing a lot of fine tuning and balancing. We decided that there should always be four Specialists in play. This had the benefit of feeling more like a full response team and made the number of spaces moved uniform across all player counts. It also made solo play more viable and interesting. The Spillout Track was added, ramping up tension as the number of dice dropped down the rig escalated over the course of the game — and provided a means of scaling difficulty by providing three separate tracks, each escalating more quickly than the last.

One of the most important changes relates to the Resource cards. Previously, they were randomly dealt off the top of the deck and instantly available to use. But when we decided to have players choose the four cards to start the game — and then have them earn activation cubes to utilize the cards — we added a lot of strategy and table discussion to the game. What Resources do we want?

Which one should we power up first — and do we invest more cubes over time to get a better version of that ability? It created a much richer game experience.

Weather dice were introduced providing new challenges to overcome, further increasing the tension of dice drops. The tower became plastic for durability and ease of set up. But it was the win condition

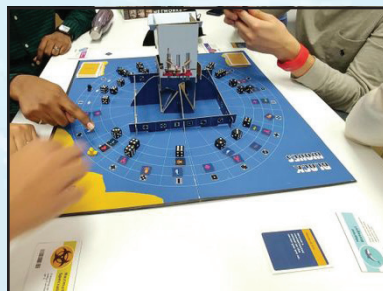
that still needed work in the final phase. Surviving until the oil drained out of the bag didn't feel quite heroic enough. We're here to stop the oil spill, not just contain it, right? The solution came in the creation of 9 variable win condition cards. Each would have three goals to complete, that if they could be accom-

plished, would stop the flow of oil and win the game. A far more satisfying win, but by no means an easier one. Finally, Black Waves took on a new name: *The Spill*.

What started off as an experiment, creating a multi-directional dice tower, ended with a compelling game about working together to battle an environmental disaster. Interestingly, the game has drawn the attention of professionals who work to prevent and respond to oil disasters in the real world. They have remarked how well the game simulates real world situations and their devastating impacts, while remaining light and approachable. That is one of the reasons we created a common core lesson plan for educators, so the game can be a jumping off point for in-class discussions. But mostly, the game is just plain fun. The conversation around the table is

engaging as players work together to try to solve the puzzle. The drama ramps up immediately, continuing right to the last drop of dice. I am so glad to see it finally in the hands of players around the world and hope they have as much fun playing *The SPILL* as I had in creating it.

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MARVEL SECRET WARS

DICE MASTERS

WIZKIDS

NEW LOOK, NEW FEEL, SAME GREAT GAME!

MARVEL DICE MASTERS: SECRET WARS COUNTERTOP DISPLAY (8)

WZK 78400 \$79.92 | Available Q4 2022!

The new *Marvel Dice Masters Secret Wars* set is on its way and poised to be an epic moment for *Dice Masters*. *Secret Wars* marks the beginning of a new era for this award-winning, critically-acclaimed Dice Building Game.

Whether you are a seasoned *Dice Masters* player, or a new player looking for the perfect jumping on point, *Secret Wars* has much to offer superhero fans seeking to re-enact their favorite comic book encounters or uncover brand new ones through a unique card and dice game experience designed by industry superstars Mike Elliott and Eric M. Lang.

Dice Masters premiered in 2014 based off the rocking and rolling success of *Quarriors!*

COLLECT & PLAY YOUR FAVORITE MARVEL CHARACTERS

Collect all your favorite heroes and villains from across the Battleworld and create epic teams to play with your friends.

You'll find classic *Dice Masters* gems with an original, *Secret Wars* twist, and new characters making their *Dice Masters* debut. Gather the ruling members of God Emperor Doom's Kingdoms and fight cosmic forces like Galactus and the Phoenix Force. Or celebrate Marvel's First Family with members of the Fantastic Four and pit them against a classic rogue's gallery of Marvel villains.

Secret Wars is full of awesome cards and powerful effects that you'll find new and exciting combos every time you play. Countless combos will give your play group hours of fun as you discover your favorite and most powerful teams.

Every kind of *Dice Masters* player can enjoy *Secret Wars*. Sold as Draft Packs, it allows fans to pick up and play straight away. Gather your friends, grab a pack each, and start drafting. Each pack brings a new game play experience as you craft a different team every time you draft, providing a unique and creative team building challenge to master.

The *Secret Wars* set is fully compatible with all previous *Dice Masters* releases, so casual and competitive players can mix and match

their teams with everything in their *Dice Masters* collection. Let your imagination go wild and enjoy creative teams to play against your friends again and again.

With over 150 cards to collect, this set brings ALL the excitement of *Secret Wars* to the tabletop.

ALL NEW LOOK DICE MASTERS

WizKids has been busy, working hard to make the *Dice Masters* gameplay experience as seamless and enjoyable as possible. The *Secret Wars* set is a landmark moment for *Dice Masters* as it will be the debut of a streamlined and facelifted look to the cards.

Beginning with *Secret Wars*, WizKids will be introducing a new card frame. The refreshed layout will allow the artwork to shine while also consolidating key gameplay information.

This modern aesthetic makes all the vital information a player needs clearer and easier to absorb at a glance. Cards will be easier to look at while drafting a team, organizing your collection, or constructing a competitive team.

Stunning artwork has always been an important aspect for *Dice Masters* and the new frame continues to showcase some of the greatest talent working in comics today.

The packaging is being reimaged to reflect these changes too. The *Dice Masters* product will now look more easily identifiable on the shelf, communicating everything a potential player needs to know in a more dynamic, fun, and cohesive way. It's never been easier to attract players to a *Dice Masters* set, new or old.

INTRODUCING THE ORIGINS PACK

Speaking of attracting new players; *Secret Wars* will be introducing a new product for beginners called Origin Packs.

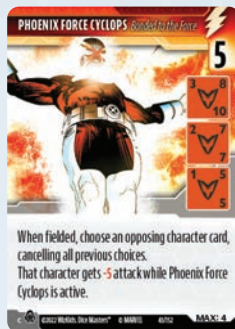
Origin Packs are a low-cost, entry-point that include everything one-player needs to get going with *Dice Masters*. Players can play Origin Packs head-to-head for an introductory game of *Dice*

Masters or combine an Origin Pack with a Draft Pack for a full-scale game of dice rolling superhero awesomeness!

With exclusive thematically colored Sidekick dice and stunning alternative artwork that you can't collect anywhere else, the Origins Pack also provide incredible value to existing fans.

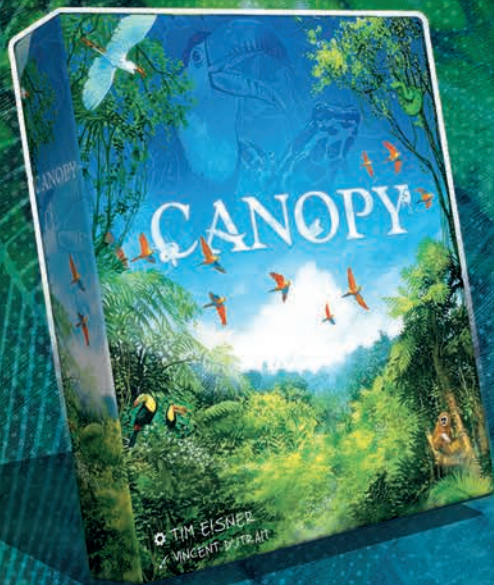
Marvel Dice Masters: Secret Wars will be releasing in Q4 of 2022. Players can order at their local game store and online!

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WAR OF THE RING™ THE CARD GAME



AN EPIC EXPERIENCE WITH FAST-PACED GAMEPLAY AND SIMPLE RULES

WAR OF THE RING: THE CARD GAME

AGS WOTR101 \$44.90 | Available Q4 2023!

Lord of the Rings fans are eager to get their hands on *War of the Ring: The Card Game*, from Ares Games, the new non-collectible game based on J.R.R. Tolkien's trilogy, releasing just in time for the holidays. *War of the Ring: The Card Game* can be played by 2 – 4 players, with a playing time of about 90 minutes.

Designed by Ian Brody, with Roberto Di Meglio and Karin Weston-Brody, *War of the Ring: The Card Game* includes 120 game cards, which will form the players' decks; 14 oversized battlegrounds, like Helm's Deep, where the armies of Middle Earth clash; and 27 path cards, upon which the fellowship makes its way to Mordor to complete the quest to destroy the One Ring. Also included are player aids and tokens, along with the rules. The cards contain original illustrations from renowned Tolkien artists like John Howe and many others.

This card game is inspired by the award-winning epic board game *War of the Ring*. *War of the Ring* players will find many familiar concepts — for example, balancing the allocation of resources between the fellowship's progress and the defense of Free Peoples homelands. Of all things, though, the most important feature carried over from the board game is its epic nature, worthy of the scope of Tolkien's literary fantasy — condensed down to a card game.

HOW DOES THE GAME WORK?

As you might expect, the game pits the Free Peoples against the Shadow. The four-player "Trilogy" game will provide the most complete experience, allowing teammates to work together to achieve victory — two Free Peoples players against two Shadow players. Each player has a unique deck of cards comprised of characters, armies, items, and special events; all based on the books.

The game progresses through nine or fewer rounds. At the beginning of each round, one battleground and one path card are activated. During each round, players take turns playing cards to attempt to win the combats that will be resolved on the battleground and path at the



end of the round. Winning combat is how you gain victory points. Sometimes you'll play cards to your "reserve area", which will allow it to fight in a future round, or do something cool.

Like most card games, much of the game play information is written onto the cards themselves. This helps players start having fun very quickly, as the rules can be taught in just a few minutes, although the first game may be a bit slower going as players familiarize themselves with the cards.





DO I NEED 4 PLAYERS?

Absolutely not. Included are rules for a 2-player duel, as well as a 2-player learning game covering the narrative of just the first book, *The Fellowship of the Ring*. You may also play the 4-player trilogy game with just 2 or 3, but some players may find it a bit unwieldy.

In addition, the designers have announced that playtesting is in the works for a 3-player game (2-on-1) as well as a 1 or 2-person solo/cooperative version. These might or might not make it into the box, but will be available on their website. The designer has also hinted that there would be more scenarios to come in the future, focusing on specific sections of the story, some to be released online and others to appear in the planned expansion.

WILL I LIKE IT?

Like the boardgame, *War of the Ring: The Card Game* is an epic depiction of the struggle for Middle Earth. It's loaded with theme and satisfyingly validating against Tolkien's work. It takes much less time to setup and play than the boardgame, but is comparatively long



as a card game, with a typical 4-player game lasting less than two hours.

Card and strategy game players will appreciate the card interplay and tactical nuances of the epic battles. This game will also be of interest to gamers who enjoy team play, since it simultaneously provides both a competitive and a cooperative experience. Lord of the Rings fans will appreciate the faithfulness to the literature and the great card art. And finally, it's obviously a must have for *War of the Ring* fans, who will appreciate the similarity of the

experience, presented in a new medium.

An expansion that will accommodate up to 6 players is scheduled to be released in late 2023.

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BLOOD & STEEL



VICTORIAN AGE COMBAT 1837-1901

BY FIRELOCK GAMES

AS PLAYABLE AS POSSIBLE

COLOR ACCESSIBILITY IN GAMES

The goal of any game is to provide a fun and memorable experience for all players. As publishers, we work to create games that will bring a wide audience of players together accomplish this goal. It is important to convey a set of clear rules, which allow everyone to understand the game. But just as important is the need for the aesthetic of the game to be recognizable and understood by all players, so that nothing gets in the way of fun. Many players of our games have color blindness, and ensuring that our games are playable by them as well as anyone else is vital.

As we develop games for publication, we consult with several people who have various forms of color blindness, getting their feedback on the art and graphic design, to best portray all aspects of the game components in a way that can be most easily enjoyed by all players. We have made a concerted effort to be inclusive about color in our design and development process, though the methods and ways in which we have accomplished this varies wildly by game!

ENCHANTED PLUMES (CLP 142)

One of our newest games, this brilliant peacock-plume-creation card game was designed by Brendan Hansen. The game has a variety of feather cards across ten colors. We heard from our color blindness advisors that the colors we were using to differentiate the cards simply were not different enough. We tried a variety of combinations, but with ten colors, it was challenging. The answer for this game was to include a distinguishing design in the eyes of the feathers themselves. Each color has a corresponding shape, to distinguish them. This design choice made even more sense integrated with Echo Chernik's sumptuous artwork.



ANCESTREE (CLP 132)

Eric Lang designed an ideal family tree game, where families of various cultures come together to weave a tableau of genealogy. The tongue-in-cheek artwork by legendary artist Larry Elmore brought to life the simultaneous, tile-drafting design. When the time came to play, we wanted to

ensure that players could quickly and easily identify the families, which were represented by colors. We used icons of animals in tandem with the colors to help make the game accessible to players.



EVERYONE LOVES A PARADE (CLP 138)

In this action-selection card game, designed by Mike Mulvihill, the goal is to create vibrant floats of different elements (flags, flowers, and balloons) and in red, blue, and yellow hues. To aid in accessibility, we needed to tackle the twin issues of the color icons on the dice, as well as the custom-shaped wooden float pawns that players use. For the dice, we elected to use three different icons — all of paint brushes in various shapes — to pair with the colors and distinguish them. As for the floats, we created a fun selection of float shapes, each for a different color. This not only accomplished its goal of differentiating the colors, but it led to a really fun assortment of floats on the table when the miniature parade was built.



HIVE MIND (CLP 116)

The most recent example of this is our new edition of the classic game *Hive Mind*. As a party game that features thousands of text-based questions on cards, as well as a simple board, notepad, pencils, a die, and twelve pawns, there may not be a question as to how the colors could be important. The area of concern was the pawns. With twelve pawns of different colors, our trusted advisors immediately told us that some of the pawns looked the same. And for each person, the troublesome pawns were different. No matter what we did to try and change up the colors, we could not make it work for everyone. This was a big issue.



The solution was stickers. In each game, we will include a small sticker sheet that has strips of various patterns of lines and dots. The owner of the game can apply the stickers to the pawns that are causing issues, allowing players to identify their pawns easily, helping the game to be more playable and fun.

It is wonderful to see more and more publishers thinking about color accessibility in the games they release. The goal is to bring everyone to the table to enjoy an experience together, and by listening to feedback and putting a little planning in ahead of time, we can accomplish that.

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Calliope Games publishes tabletop games for a wide range of audiences and experience levels. They specialize in quick-to-learn games that are equally enjoyable for players of all ages, introduce new game concepts to casual players, and play in 60 minutes or less.

WE'RE BACK!

WIZKIDS

D&D ICONS OF THE REALMS: SPELLJAMMER ADVENTURES IN SPACE - 8CT. BOOSTER BRICK

WZK 96166 \$159.92 | Available October 2022!

Welcome back to Wildspace! Our soon-to-be-released *D&D Icons of the Realms Spelljammer Adventures in Space* feature miniatures that are sure to delight *D&D* novices and veterans alike. From new races to scaled ships and monsters, this set's sheer variety of figures will allow many different playstyles to flourish at the game table.

SPACEFARING RACES!

The return of the *Spelljammer* setting to the 5th edition of *Dungeons & Dragons* heralds a batch of brand-new character races for players to explore. All of which are represented in our coming miniature set! Included are some familiar faces, such as the bombastic Giff and many-limbed Thri-kreen, who have bridged the gap from monstrous compendium to playable option. In addition, returning are some old friends that haven't been seen since previous editions, such as the simian Hadozee, the mechanical Autognome, and the oozing Plasmoid.

This set includes multiple variations of each race to give your players options for how their spacefaring characters are represented at the table.



D&D ICONS OF THE REALMS: SHIP SCALE WELCOME TO WILDSpace BOX SET

WZK 96212 \$59.99 | Available October 2022!



TERROR OF THE ASTRAL SEA!

An exploration into the myriad monsters of our set would be remiss to exclude mention of one of the most bone-chilling entities to encounter on the Astral Sea. The Gargantuan Astral Dreadnought! Measuring in at a terrifying 14.5 inches long, 10.75 inches wide, and 8.5 inches tall, the incorporation of such a monstrous miniature at your game table is bound to give players the notion that they just might've bitten off more than they can chew. Hopefully, they have a fast ship!



SPACEFARING MONSTERS!

The return of this epic space fantasy setting not only brings with it new races for our adventuring heroes but reintroduces creatures strange and fantastical! Monsters in our miniatures set include (but are not limited to!) the small penguin-like Dohwar, the adorable and cuddly Giant Space Hamster, and the imposing rhino-like Braxat.

Two new dragons join our monstrous menagerie of mythical miniatures as well! The radiant and resplendent Solar Dragon and the craterous and craggy Lunar Dragon. In addition, this set includes multiple variations of the Solar Dragon, one of which has a friction-fit tyrannical astral elf rider.

SHIP SCALE MINIATURES!

That being said, an exciting addition to the coming set is our Ship Scale miniatures! Each represents a fantastical spacefaring ship, or Gargantuan monster on a 1:600 scale, meaning every .5 millimeter on the miniature is 1 foot in real life. So when your players are out there sailing their spelljammer across the Astral Sea or the starry expanse of Wildspace, their ship can more easily be represented on a gridded battle mat and tactically utilized in ship-to-ship (or ship-to-monster) combat.

We've also introduced two new battle mats to better orchestrate your space fantasy battles! One displays the eerie silvery mist of the Astral Plane, and the other provides the starry backdrop of Wildspace. Each has a subtle grid to aid play and can be used for traditional combat, where 1 inch equals 5 feet, or Ship Scale combat, where 1 inch equals 100 feet.

Our team has worked hard to shove as much *Spelljammer* as possible into this set, and we're thrilled to bring these brand-new miniatures to your table and hope they help your game set sail. See you in space!

...

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #273
GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.
GTM 273\$3.99

ART FROM PREVIOUS ISSUE

ALDERAC ENTERTAINMENT GROUP

VERDANT

Verdant is a gorgeous spatial puzzle game for the whole family! Take on the role of a houseplant enthusiast collecting and caring for plants as you compete to create the coziest, most verdant home!
AEG 7134.....\$39.99



ALEWOOD GAMES



ALEWOOD

Alewood is an inclusive Wild West roleplaying drinking card game where alcohol and consumption are optional but silliness is absolutely required. It reimagines the drinking game format by rewarding rambunctious roleplaying and allowing players to only drink as much or as little as they please. Players roleplay as the various townfolk (the banker, the doctor, the saloonist etc) working together to defeat the Outlaws but only one player will win the game with the highest bounty amount. Scheduled to ship in November 2022.
AGA AW001\$24.00

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DRAGON SHIELDS JAPANESE: (60) (DISPLAY 10)



MATTE RUBY

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ARES GAMES

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BOOGEYMAN: THE BOARD GAME

Boogeyman: The Board Game is a solo, cooperative, and competitive survival horror game for 1-6 players. Players will play intrepid children struggling with the worst nightmare of all times: The Boogeyman! Nobody knows who it is or what it wants, but it certainly loves children. The kids should avoid his hunger, but they also have to escape from the clutches of their psychopathic babysitter! Scheduled to ship in October 2022.
AGS ESC006.....\$69.90



MATTE SAPPHIRE

ATM 11128.....\$7.99



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AWG DTE13MS.....\$44.99



INKOGNITO

Inkognito is a deduction game for 3 to 5 players set in Venice, in a romantic age of spies, microfilms, hot-air balloons and fast speedboats. As a secret agent, or the mysterious Ambassador, you will have to collect clues, use your deduction skills to recognize your friends and confound your foes, and discover the secret mission that will give victory to your team. Will you be able to figure out who your partner is, and exchange with him or her the secret code that reveals your mission? Will you be able to bluff your opponents and hide your identity to prevent them from fulfilling their secret goal? Scheduled to ship in January 2023.
AGS AREU002.....\$49.90



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SWORD & SORCERY: ALTERNATE HERO AND GHOST SOULS SET

To maximize the customization of your legendary adventure, *Sword & Sorcery - Ancient Chronicles Alternate Hero and Ghost Souls Set* offers five fully playable Heroes as alternate versions of the Heroes included in the *S&S: Ancient Chronicles* core set. Two different character Classes are available for each Hero, representing parallel destinies of the same person, born from past choices that shaped the nature of their very souls. Scheduled to ship in October 2022.

AGS GRPR207\$34.90



SWORD & SORCERY: WHITE/BLACK MONK (GENRYU/SHAKIKO) HERO PACK

Add two new, powerful characters to your *Sword & Sorcery* campaign with *Sword & Sorcery - White/Black Monk (Genryu/Shakiko) Hero Pack*! Genryu and Shakiko are powerful fighters who dominate the battlefield using the power of their Chi. This Special Hero Pack features two complete, playable new Heroes: six miniatures and everything you need to play them - cards, tokens, Soul Gems, Hero sheets and rules. Each character is included in their normal version, their Ghost Soul form version, and as their own Nemesis - the dark side of the Hero. Scheduled to ship in October 2022.

AGS GRPR204\$24.90



SWORD & SORCERY: THANE/SKALD (SIGRID/SIGURD) HERO PACK

Add two new, powerful characters to your *Sword & Sorcery* campaign with *Sword & Sorcery - Thane/Skald (Sigrid/Sigurd) Hero Pack*! The rage of Sigurd and Sigrid, legends of the Northern Lands, is ready to be unleashed! This Special Hero Pack features two complete, playable new Heroes: six miniatures and everything you need to play them - cards, tokens, Soul Gems, Hero sheets and rules. Each character is included in their normal version, their Ghost Soul form version, and as their own Nemesis - the dark side of the Hero. Scheduled to ship in October 2022.

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WASTE KNIGHTS: SECOND EDITION - TALES FROM THE OUTBACK EXPANSION

Tales from the Outback is an expansion for *Waste Knights: Second Edition*, a post-apocalyptic game of adventure and survival. It contains all non-exclusive game components from the successful Kickstarter crowdfunding campaign, upgrading your core game with the following: 4 new Adventures featured in the 20-pages long, full-color Guide and the 100-pages long Book of Tales. Scheduled to ship in October 2022.

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THE ARMY PAINTER



FEATURED ITEM



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SPOTLIGHT ON



WAR OF THE RING: THE CARD GAME

In *War of the Ring - The Card Game*, up to 4 players compete in two teams, the Shadow against the Free Peoples, each player using a specific and different card deck representing the strengths and weaknesses of the different factions involved in the war. During the game, players will take turns playing cards representing the characters, armies, items, and events of the War of the Ring. Each card they play will help or hinder the journey of the Fellowship as it progresses on its Path; or be used to defend or conquer the strongholds of Middle-earth, as they fight to control the new Battleground cards activated in each round. Scheduled to ship in November 2022.



AGS WOTR101\$44.90

SPOTLIGHT ON



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TAP CP3035\$112.96



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IT'S A SMUGGLER'S BOUNTY!



Stack the Deck!

Your savvy crew does your bidding, stacking crates filled with treasure, cannons, and contraband. Outwit your opponents as you bid to earn the biggest bounty!



www.CalliopeGames.com

Game play
20-40
minutes

Ages
8+

2-6
players



FEATURED ITEM

COLOUR PRIMER: GREEDY GOLD

TAP CP3028 \$22.50



BEZIER GAMES



CAT IN THE BOX: DELUXE EDITION

Cat in the Box: Deluxe Edition is the quintessential quantum trick-taking card game for 2 - 5 cool cats, where your cards color isn't defined until you play it! Hypothesize how many tricks you will win, and record your bid. Place tokens on the community research board as you play your hand, and connect large groups of tokens to score even more points. Plan your tricks carefully as you cannot claim the color of a card with the same number that has already been declared. Doing so would be pawsitively catastrophic as you have just created a paradox! Scheduled to ship in October 2022.

BEZ CATX \$29.95

SYNC OR SWIM

Inspired by real life synchronized swimming, *Sync or Swim* focuses on teamwork, collaboration, and communication. Each round, teammates plan the perfect routine while taking direction from the team captain. The clock starts and players start trading, placing, and diving for cards to get their performance just right. As your team progresses through each round, the routines become more challenging and throw all sorts of twists your way! At the end of each round, the free app judges your performance based on your timing and accuracy. You and your friends will discover creative tactics for better strategies and scores each time you play. Scheduled to ship in October 2022.



BEZ SYNC \$19.95

CAPSTONE GAMES

SPOTLIGHT ON

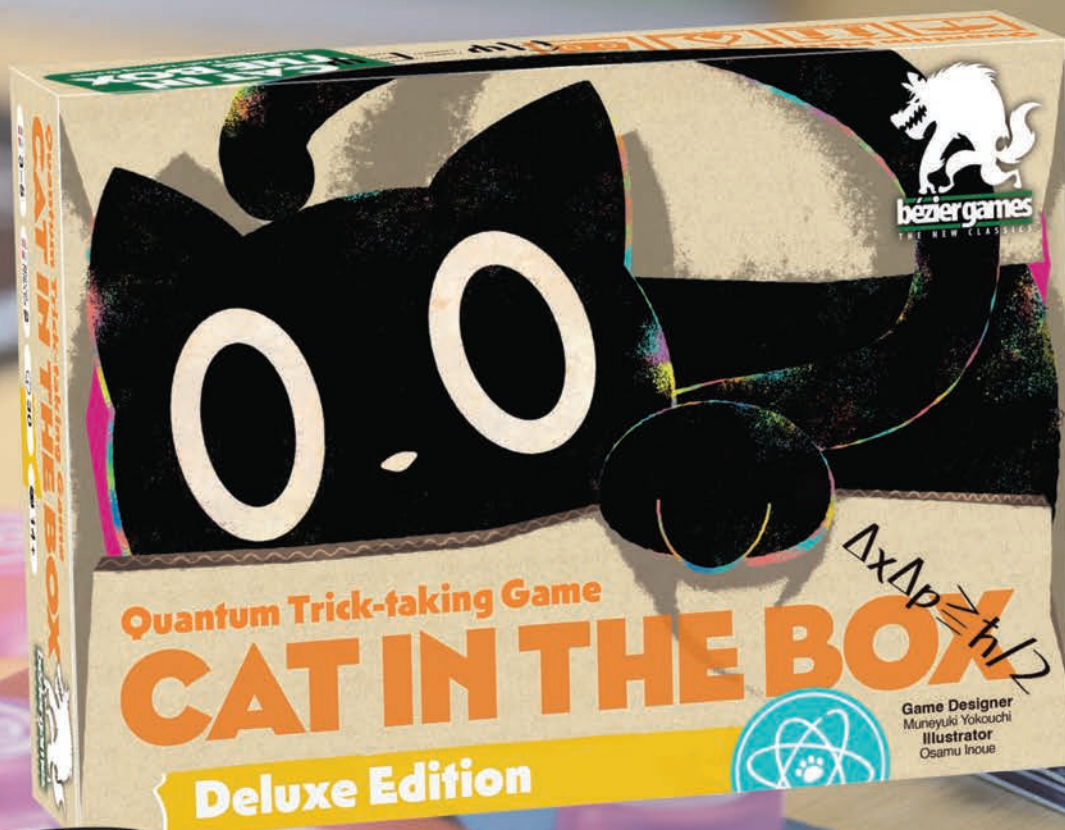


FIRE & STONE: SIEGE OF VIENNA 1683

A 100,000-strong Ottoman army arrives outside the Habsburg capital of Vienna. Inside the city, 12,000 infantry, a city militia, and citizen-soldiers mount a desperate defense. As the Ottoman siege lines draw closer to the city walls, the outnumbered Viennese cling to the faint hope of a relief force will arrive in time to save them. For both sides, the real battle is a race against time. *Fire & Stone: Siege of Vienna 1683* places you in one of the most dramatic sieges in history.

CSG TWB1001 \$49.95

Deluxe Edition SUPERPOSITION



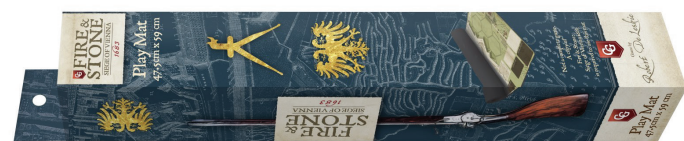
Available Now

Cat in the Box: Deluxe Edition is the quintessential quantum trick-taking card game for 2-5 cool cats, where your card's color isn't defined until you play it! Hypothesize how many tricks you will win and record your bid. But don't claim the color of the card with the same number that has already been declared. Doing so would create a pawsitively catastrophic paradox!

At A Glance: Number of Players: 2-5
Ages: 14+
Time to Play: 30 min.
MSRP: \$29.95 USD



<https://beziergames.com/products/cat-in-the-box-deluxe-edition>



FIRE & STONE: SIEGE OF VIENNA 1683 PLAYMAT
CSG TWB1001-PM \$29.95

CATALYST GAME LABS



FEATURED ITEM



BATTLETECH: BEGINNER BOX (2022)

BattleTech is the worlds greatest armored combat game, filled with a myriad of epic stories and gaming experiences to satiate any player: miniatures to RPG play, hobby painting to fiction, and beyond. The *BattleTech Beginner Box* is the first step on that fantastic journey and includes everything you need to get started: two high-quality miniatures, quick-start rules, a mapsheet, cards to represent your MechWarriors unique skills, dice, and more.

CAT 35020M \$24.99

COYOTE & CROW



COYOTE & CROW STORY GUIDE SCREEN

No description provided Scheduled to ship in November 2022.

CAC 2001 \$25.00



NAASII: A COYOTE & CROW DICE GAME

Naasii is a push-your-luck style game of chance. Inspired by traditional Indigenous games and classic American family games. You'll roll twelve-sided dice aiming to score sets or runs while not busting along the way. Highest score wins, but it's not all luck. You'll need to decide which numbers to pursue and when you've scored enough to keep ahead of the other players. You'll even be able to pick a lucky number that will get you a few extra points on other players' turns! In addition, the dice in the game can serve as a full recommended playset of dice for the Coyote & Crow roleplaying game. Scheduled to ship in November 2022.

CAC 3002 \$19.99

CUBICLE 7

WARHAMMER FANTASY RPG



ARCHIVES OF THE EMPIRE - VOL. 2

Scheduled to ship in November 2022.

CB7 2451 \$34.99



ENEMY WITHIN - VOL. 5 EMPIRE IN RUINS COMPANION

The *Empire in Ruins Companion* is the fifth and final of our five-part series of companion volumes to the *Enemy Within* campaign. The essential companion to campaigning in a shattered Empire is packed with supplementary material to not only expand *Empire in Ruins* but also provide an indispensable guide to any WFRP games set within the fractured nation. Scheduled to ship in September 2022.

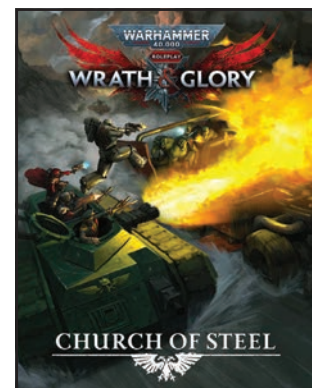
CB7 2421 \$34.99



ENEMY WITHIN COLLECTOR'S EDITION - VOL. 5 EMPIRE IN RUINS

The *Enemy Within Collectors Edition* contains the revised and updated Directors Cut of one of the most highly regarded roleplaying campaigns ever written. This beautifully finished, exclusive Collectors Edition set includes The *Empire in Ruins* and the *Companion* presented in a slipcase featuring the artwork from the standard editions. Scheduled to ship in September 2022.

CB7 2422 \$149.99



WARHAMMER 40K WRATH & GLORY RPG: CHURCH OF STEEL

Scheduled to ship in November 2022.

CB7 2607 \$39.99

CZECH GAMES EDITIONS



STARSHIP CAPTAINS

Welcome aboard and congrats on the promotion! Your new starship is ready to embark on its first big voyage. Just scrape off some of the rust and she'll do fine. And that crew? Might look a little green around the edges, but they're your crew now. Make us proud. The stars are calling, and adventure awaits! Settle into the captains chair of your very first star cruiser and get ready to embark on an exciting voyage through the depths of space in this euro-style action selection and engine building game for 2-4 players. Scheduled to ship in November 2022.

CGE 00065 \$59.95



SHADOWRUN®



SHADOWRUN® SIXTH WORLD



CITY EDITION IS HERE!

The fast-moving, high-risk, high-reward gameplay of *Shadowrun, Sixth World* is now better than ever with *City Edition: Seattle*! The rules are updated with the latest errata and changes, and they have the extra addition of 16 pages of Seattle-centric content. With new contacts, qualities, plot hooks, and more, this book lets you drop right into the action in the shadowrunning capital of the world. Completely compatible with all other *Shadowrun, Sixth World* books, this is the best way to dive into the action in one of the most enduring role-playing settings of all time.

CATALYST
game labs



IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

DEVIR AMERICAS



CHEATING MOTH
 Cheating is forbidden? Not in this naughty game of cards in fact, you'll probably have to cheat in order to win. In *The Cheating Moth*, you want to get rid of all the cards in your hand before anyone else. The legal way is to discard them in numerical order, but there's another way! Hide the cards you can't play under your seat, up your sleeve, or whatever creative way you can think of! *The Cheating Moth* is an international best-seller and multiple award winner that is sure to bring lots of laughs for your customers and be a success in your store. Cheating is not just allowed, it's encouraged!
 DVR DEVCHEATINGMOTHEN\$11.99



COCKROACH POKER
Cockroach Poker is a reverse set collection game that has nothing to do with poker except that the game is all about bluffing, with cards that show cockroaches, rats and stink bugs. The goal is to force another player to collect 4 of any one type of critter. The tension builds as players peek at the card in front of them and declare what kind of critter is on the card. The person to their left receives the card and has to decide if they're telling the truth or bluffing?
 DVR DEVCOCKROACHEN\$11.99



MAGIC LABYRINTH
 The little magician apprentices have lost some magic objects inside of the masters maze. Now they try to collect them before the Master notices anything. However, in the maze there are invisible walls and only one of the missing objects is revealed at a time. So they have to make their way through the maze by means of a good memory and lots of skill. *The Magic Labyrinth* is a beautiful game with an innovative design that is sure to bring hours of fun to you and your family!
 DVR DEVMAGICLABEN\$39.99

DEX PROTECTION



GAME CHEST STORAGE BOX NOIR: BLACK
 Scheduled to ship in August 2022.
 DEX GCN001\$55.00



SUPREME ONE ROW STORAGE BOX NOIR: BLACK
 Scheduled to ship in August 2022.
 DEX SORN001\$50.00



SUPREME GAME CHEST NOIR: BLACK
 Scheduled to ship in August 2022.
 DEX SGCN001\$80.00

DIRE WOLF DIGITAL

SPOTLIGHT ON



CLANK!: CATACOMBS (STAND ALONE)
 Leave the board behind with *Clank! Catacombs*, a stand-alone deck-building adventure! The catacombs of the skeletal dragon Umbrok Vessna are mysterious and dangerous. Portals transport you all around the dungeon depths. Wayshrines offer vast riches to intrepid explorers. Prisoners are counting on you to free them. Ghosts, once disturbed, may haunt you to death. Scheduled to ship in December 2022.
 DWD 02006.....\$60.00

DR. FINN'S GAMES

THE LITTLE FLOWER SHOP DICE GAME

Spend a relaxing day creating a beautiful display in your little flower shop. Put your carefully arranged bouquets in pretty vases, place them on your shelves, and add cute little knick-knacks as a final touch. Make your shop the envy of all other florists with the most inviting display! Scheduled to ship in September 2022.
 DFG 009\$25.00



FIRESIDE GAMES

SPOTLIGHT ON



CASTLE PANIC: 2ND EDITION
 The *Second Edition* includes changes to the board and cards improve readability for color-blind players. The forest is filled with all sorts of monsters. They watched and waited as you built your castle and trained your soldiers - but now they've gathered their army and are marching out of the woods! Can you work with your friends to defend your castle, or will the monsters tear down your walls and destroy the precious castle towers? Scheduled to ship in October 2022.
 FSD 1016.....\$34.95



CASTLE PANIC: CROWNS AND QUESTS EXPANSION
 Players can choose from a variety of playable Characters, each with their own game-changing power that can be used on that player's turn. They will use these powers to attempt a series of quests that must be completed before the castle is destroyed. Quests can include retrieving magical items from spaces on the board, destroying a cursed temple, or teleporting the entire Castle to safety and more. All while fighting off the Monster army. Take on a whole new role and rise to the challenge of *Crowns and Quests*! Scheduled to ship in November 2022.
 FSD 1020.....\$29.95



CASTLE PANIC: BIG BOX SECOND EDITION
 The complete all-in-one collection. Includes the base game (*Castle Panic*), 4 expansions (*The Wizard's Tower*, *The Dark Titan*, *Engines of War*, and *Crowns and Quests*), and 13 promo items, all in the new art style of second edition. Scheduled to ship in November 2022.
 FSD 1021\$119.95

ARK NOVA

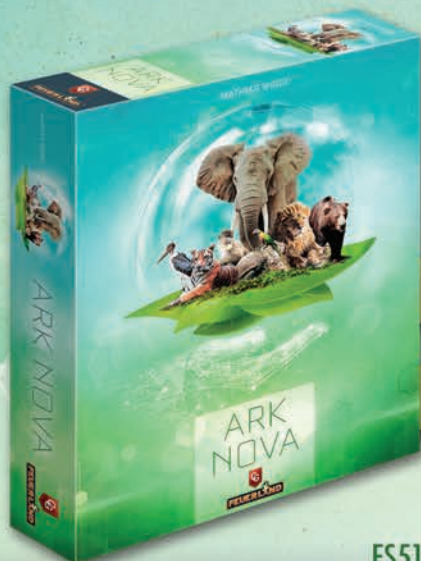
TOP ALL-TIME GAME BGG
BOARDGAMEGEEK



THE #1 HIT FROM
 SPIEL '21
Internationale Spieltag

Design and build your own zoo

Smooth gameplay with 5 core actions to choose



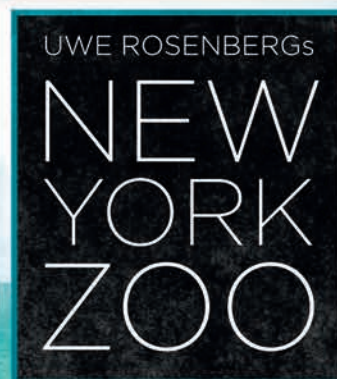
FS5100 MSRP \$74.95



TWO GREAT BOARD GAMES BY CAPSTONE GAMES



AVAILABLE NOW!



From acclaimed board game designer Uwe Rosenberg

Light weight, family friendly game of puzzly tile placement

FS1004 MSRP \$39.95



Dune: Arrakis

ARRAKIS: Dawn of the Fremen is the brutal, cutthroat game about tribal control of Arrakis, long before the events of the novel Dune.

Each player controls a tribe of Fremen warriors, struggling to gather the scarce resources of Arrakis, developing the weapons and sietches they'll need to survive, and harnessing the power of sandworms for battle.

Will your tribe prevail, or will you vanish into the desert?



60-90
mins



2-4
players



Ages
14+

GF9 DUNE07 \$60

Star Trek: Breen Confederacy

Little is known about the secretive Breen, not their appearance, and not even whether they are a single species or several species. Intensely territorial, the Breen annihilated the Klingon fleet sent to conquer them, leaving the Klingons no wiser as to who or even what they were facing. As the Romulans say, "Never turn your back on a Breen."

This expansion has everything you need to add the Breen as a playable civilization in your games of Star Trek: Ascendancy.

Discover New Star Systems, Encounter new Exploration Cards plus more Space Lanes and Resource Nodes!

1 hour
per player



+1
player



Ages
14+

GF9 ST041 \$40



Star Trek: The Dominion War

Through their Vorta commanders and Jem'Hadar super soldiers, the Founders rule as gods, bringing order to the galaxy. The discovery of the Bajoran Wormhole brought this ancient civilization onto conflict with the more youthful civilizations of the Alpha Quadrant.

This expansion adds the Dominion as a playable civilization, the Bajoran Wormhole leading to the Gamma Quadrant as a new area to explore, and a Dominion War variant that changes the playing field by dividing the civilizations into two rival Alliances with players striving to see their Alliance dominate the opposing Alliance.



1 hour
per player



1 or more
players



Ages
14+

GF9 ST044 \$50



Pirates of Skydock

There's nothing wrong with being a pirate - sailing through the stars and making a living by any means necessary. In fact, among some, it's a very honorable position. You're ready, you have a crew, and you just need one more thing: a ship.

But you're in luck! After greasing the right palms, you learned of a newly- refitted vessel ripe for the taking with a skeleton crew of guards protecting it. With the right team, you could take it. The only problem is you're not going to be the only one trying to get that prize...



60-90
mins.



2-4
players



Ages
14+

GF9 PFSF02 \$60



SEPTEMBER

GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

SEPTEMBER



Firefly Misbehavin'

In Firefly: Misbehavin', players get to control different factions of the Firefly 'Verse, from the criminal enterprises of Badger or Niska, to the self-righteous Alliance, and even Serenity as Mal attempts to find a crew and keep flyin'.

This deckbuilding card game gives each player a unique starting deck of cards, and access to characters, items, and locations in the Core, Border, and Rim. Compete to control your own corner of the 'Verse, or play through different Episodes with a wide variety of objectives.



60-90
mins



2-4
players



Ages
14+

GF9 FFMB01 \$65

Dr Who: Nemesis

It's not easy trying to rule space and time, contending with rival Daleks and Cybermen, interfering Time Lords, and predatory Weeping Angels.

In Doctor Who: Nemesis, you play one of the Doctor's many adversaries seeking to twist space and time to your own ends. Your old nemesis, the Doctor, endlessly seeks to thwart your plans. Worse still, his other adversaries have their own schemes, and they don't involve you controlling everything. You must send your minions out to thwart both the Doctor's and your opponents' schemes, while bringing your own schemes to fruition.



45-90
mins.



2-4
players



Ages
14+

GF9 DWN01 \$60



OCTOBER



GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GAP CLOSER GAMES



ILLITERATI

A cooperative survival word game for 1-5 players where spelling is only half the battle. Scheduled to ship in October 2022.
GCS 301\$35.00



RIVAL RESTAURANTS

Rival Restaurants is a chaotic fast paced strategy and negotiating game that pits aspiring restaurant owners against one another as they race to be crowned "The Wiener!" Scheduled to ship in October 2022.
GCS 304.....\$59.00



RIVAL RESTAURANTS: BACK FOR SECONDS EXPANSION

Back for Seconds is the first expansion and adds more of what you love in Rival Restaurants by introducing an additional 8 Chefs, 6 Restaurants, 50 Recipes, and a whole new mechanism - the Event Deck! Scheduled to ship in October 2022.
GCS 305.....\$25.00

GRAND GAMERS GUILD

HOLIDAY HIJINKS: THE GROUNDHOG GAMBIT

The Groundhog Gambit, title #6 in the Holiday Hijinks line, is an 18-card escape room experience for 1 or more players, and takes two sessions of about 60 minutes to solve cooperatively. Scheduled to ship in November 2022.
GGL HH06\$10.49

HIT POINT PRESS

CUBEAMAJIGS (SET OF 25)

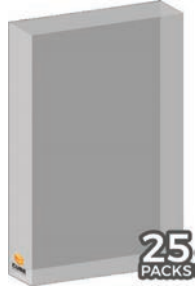
A single pack can hold: 15+ Double Sleeved Cards (including Perfect Hards), or 20+ Single Sleeved Cards, or 40+ Sleeveless Cards, or 35 12mm Dice. Scheduled to ship in September 2022.



BLACK
HPP CUCMJ-001\$29.99



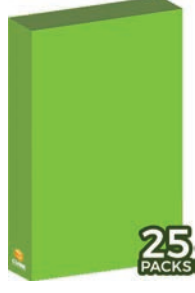
BLUE
HPP CUCMJ-002.....\$29.99



CLEAR
HPP CUCMJ-006.....\$29.99



CYAN
HPP CUCMJ-007\$29.99



GREEN
HPP CUCMJ-003.....\$29.99

LOTUS BY ISHTON

HPP CUIH-001\$29.99

LOTUS BY JASON ENGLE

HPP CUENG-008.....\$29.99



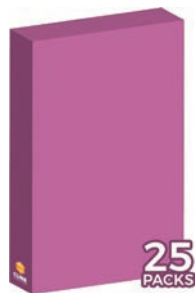
MAGENTA
HPP CUCMJ-008.....\$29.99



MAROON
HPP CUCMJ-009.....\$29.99



ORANGE
HPP CUCMJ-010.....\$29.99



PINK
HPP CUCMJ-011.....\$29.99



PURPLE
HPP CUCMJ-012.....\$29.99



RED
HPP CUCMJ-004.....\$29.99



WHITE
HPP CUCMJ-005.....\$29.99

YELLOW
HPP CUCMJ-013.....\$29.99

HUMBLEWOOD (5E)

Scheduled to ship in September 2022.

COIN SET AND POUCH

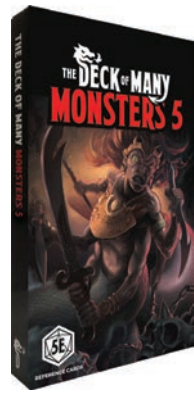
HPP HBWDAC-002.....\$29.99



DM SCREEN
HPP HBWDAC-003.....\$14.99

THE DECK OF MANY (5E)

Scheduled to ship in September 2022.



MONSTERS 5

The Deck of Many is a tool used to assist Game Masters in their D&D 5e role-playing campaigns, freeing them from traditional reference books and allowing them to only bring the reference they need. Each card features original artwork and easy to reference information.
HPP D028\$15.99



SEP 2022

34



Craft your hero. Cast the runes.
Claim your destiny!
In stores this fall.



This standalone set is also compatible with every game in the award-winning series!





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STARFINDER



STARFINDER NIGHTMARE SCENARIO
An adventure continuing the Drift Crashers Adventure Path in which faster-than-light travel breaks down and the galaxy is thrown into chaos.
PZ07247 MSRP \$24.99



STARFINDER PACT WORLDS POCKET EDITION
This softcover rulebook is your guide to Starfinder's core worlds and civilizations, and the perfect place to launch any adventure.
PZ07107-PE MSRP \$24.99

STARFINDER ARMORY POCKET EDITION

From guns to augmentations to high-tech and magical devices for every imaginable situation, this is your guide to everything you need.

PZ07108-PE MSRP 24.99

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MONSTERS 6
HPP D029 \$15.99



THE ISLANDS OF SINA UNA (5E): CAMPAIGN BOOK
The Islands of Sina Una is a new Campaign Setting for 5th Edition that pulls from precolonial mythology and culture of the Philippines. What role do you play in a world of mortals, spirits, and monsters? Scheduled to ship in September 2022.
HPP B003 \$49.99

INSIDE UP GAMES



BLOCK AND KEY
Adventurers will be placing 3D clay blocks into a centralized raised playing area, with the goal of completing their own Key cards. The challenge is made more interesting as each player is limited to their "2D" perspective! Each turn adventurers may either draw new blocks from the Excavation site, or place ONE block into the shared Temple floor. They may then check to see if they have completed any Key card designs before filling their hand. Scheduled to ship in October 2022.
IUG 010 \$50.00

KOBOLD PRESS

TOME OF BEASTS 3
Scheduled to ship in November 2022.

SPOTLIGHT ON



TOME OF BEASTS 3 (5E)
Includes 400 new monsters compatible with the 5th edition of the world's first RPG. Whether you need creepy crawlies to clamber from the dark places or sinister visitors to make your favorite fantasy city come alive, *Tome of Beasts 3* has what you're looking for! From swamps to arctic tundra, mountains to deserts, and coastlines to badlands, every region is fully represented. The beautiful Limited Edition version of the full book shows off a gorgeous foil-stamped cover, deluxe endpapers, and a ribbon bookmark.
HARDCOVER
PZO KOB9399 \$49.99
LIMITED EDITION
PZO KOB9405 \$79.99



LAIRS HARDCOVER (5E)
An abandoned bardic college overrun with musical instruments come to life. A druids hidden sanctuary filled with exotic, deadly plant creatures. An ancient, once-dormant volcano, awakened and unleashing horrors. Inside, you'll find these adventures and more! Created for the 5th Edition of the world's first roleplaying game, these 23 standalone, single-map adventures feature new monsters from Kobold Press's *Tome of Beasts 3*. Run these as side quests alongside your ongoing campaign or as a one-shot change of pace. With adventures suitable for heroes of level 112, there are enough dangers and pandemonium for everyone!
PZO KOB9429 \$39.99

PICTURE PERFECT



2-4



10+



45'



Core SKU: AW10PP

Movie Star SKU: AW10PPX2

Pickpocket SKU: AW10PPX3

I WANT YOU TO TAKE
THE PERFECT PICTURE!



YOU NEED THIS GAME!



AVAILABLE NOW!



GAMES

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PAWNS (5E)

Includes over 300 pawns for your 5th Edition game featuring mighty monsters from the *Tome of Beasts 3* from Small to Huge!
PZO KOB9436\$44.99



POLYHEDRAL 7-DIE SET

PZO KOB9412\$19.99

LOONEY LABS



CHRONONAUTS: MISSING ARTIFACTS EXPANSION

A time travelers work is never done. Get ready to add six new Mission cards to either (or both!) versions of *Chrononauts*! These new Missions will send you through time in search of missing treasures like one of the lost Fabergé Eggs, D.B. Coopers suitcase full of money, a gemstone from Mars, and even the Holy Grail itself. (But make sure you choose the right one!) The 18-card expansion even includes a couple of powerful new gadgets: the Reality Shifter and the Temporal Stabilizer!
LOO 125\$5.00

METALLIC DICE GAMES

16MM RESIN POLY DICE SETS (7)



CAT

MET 754\$13.99



CRITICAL HOOPS

MET 753\$13.99



ELEPHANT

MET 755\$13.99



KOALA

MET 756\$13.99



RAINBOW DINOSAUR

MET 757\$13.99



RAINBOW FROST

MET 759\$13.99



ROSE

MET 751\$13.99



SNOWFLAKE

MET 752\$13.99

MODIPHIUS

ELDER SCROLLS: CALL TO ARMS

Scheduled to ship in October 2022.

ADVENTURER FORTUNE

MUH 0330304\$59.00

BANDIT CORE

MUH 0330305\$59.00

DAWNGUARD

MUH 0330306\$59.00



DAWNGUARD CORE

MUH 0330302\$59.00



VAMPIRE CORE

MUH 0330303\$59.00

VOLKIHAR INNER

MUH 0330307\$59.00



INFINITY RPG: NEBULA OF MIRRORS CAMPAIGN

In this book, you'll find: A deep dive into the shadowy past of the O-12 where the ends always justified the means. New conflicts with Ikari Company and Druze society mercenaries. A fully detailed caravanserai and story hooks. Maps and actions scenes including a docking bay and a bar shootout. New adversaries such as Amaunet, Ziad Arslan, the Bellerophon Corporation, and Spiral Corps. A return to one of the pivotal locations in the Infinity universes history. Scheduled to ship in October 2022.
MUH 050213\$25.00

INFINITY RPG: TACTICAL ARMoured GEARS

This pulse-pounding espionage campaign draws the PCs deep into the darkest secrets of the Human Sphere. Betrayed by their friends, and with their enemies turning into strange allies, can they untangle their twisted triangle of allegiances before the Code Infinity unleashes its destructive force? A terrifying sequence of events is set in motion when a simple babysitting operation fails catastrophically on a Dawn caravanserai. Burned by O-12, can the PCs track down the traitors responsible and learn the truth about the O-12s shadowy Charon Committee? Scheduled to ship in October 2022.
MUH 050219\$23.00



FALLOUT RPG: THE ROLEPLAYING GAME STARTER SET

Roleplay as a unique character in the familiar setting of the Commonwealth around Boston. This starter set contains everything you need to begin playing *Fallout: The Tabletop Roleplaying Game*: A 56-page rulebook containing all core rules, perks, and equipment to explore the wasteland. A 60-page quest book *Once Upon a Time in the Wasteland* taking your characters on an exciting quest around the nuclear-ravaged wasteland outside Boston. Scheduled to ship in October 2022.
MUH 052192\$28.00



STAR TREK ADVENTURES RPG: UTOPIA PLANITIA STARFLEET SOURCEBOOK

The *Utopia Planitia Starfleet Sourcebook* for the *Star Trek Adventures* roleplaying game presents a wealth of information centered around Starfleet operations and a complete guide to constructing Federation starships, space stations, and small craft, either using existing spaceframes or creating your own. From the 21st century to the 25th, state-of-the-art Starfleet vessels push the boundaries of known space, gathering knowledge for all. This book requires a *Star Trek Adventures* core rulebook to use. Scheduled to ship in October 2022.
MUH 0142203\$61.00



GTM

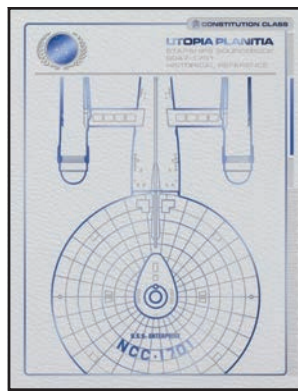
SEP 2022

38



**STAR TREK ADVENTURES RPG:
UTOPIA PLANITIA
STARFLEET SOURCEBOOK
TNG COLLECTOR'S EDITION**

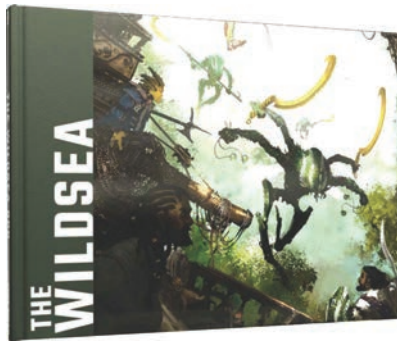
The *Utopia Planitia Starfleet Sourcebook* for the *Star Trek Adventures* roleplaying game presents a wealth of information centered around Starfleet operations and a complete guide to constructing Federation starships, space stations, and small craft, either using existing spaceframes or creating your own. From the 21st century to the 25th, state-of-the-art Starfleet vessels push the boundaries of known space, gathering knowledge for all. Collector's Edition with The Next Generation cover. This book requires a *Star Trek Adventures* core rulebook to use. Scheduled to ship in October 2022.
MUH 0142219\$88.00



**STAR TREK ADVENTURES RPG:
UTOPIA PLANITIA
STARFLEET SOURCEBOOK
TOS COLLECTOR'S EDITION**

The *Utopia Planitia Starfleet Sourcebook* for the *Star Trek Adventures* roleplaying game presents a wealth of information centered around Starfleet operations and a complete guide to constructing Federation starships, space stations, and small craft, either using existing spaceframes or creating your own. From the 21st century to the 25th, state-of-the-art Starfleet vessels push the boundaries of known space, gathering knowledge for all. Collector's Edition with The Original Series cover. This book requires a *Star Trek Adventures* core rulebook to use. Scheduled to ship in October 2022.
MUH 0142204\$88.00

MYTHOPEIA



THE WILDSEA RPG

The Wildsea is a fiction-focused tabletop roleplaying game from QuillHound Studios for 2-6 players. You play a wild sailor, an explorer of rustling waves and curious ruins, sailing the endless treetop expanse in your own unique, player-created ship. You might join the crew as one humanity's weathered descendants, as a cactoid bastion of spine and bloom, as a silk-clothed hive-mind of spiders... or as something much, much stranger. Scheduled to ship in November 2022.
MYH 015\$59.95

NINJA STAR GAMES

REPUTATION

Dystopian corporate themed bidding and auctioning game for 3 to 5 players. Make a record profit while maintaining your corporate reputation! You are the CEO of a trillion dollar company, balancing sponsoring Public and Private Sector projects. Your goal is to make money through profitable Private Sector projects while maintaining your brand image by sponsoring Public Sector projects. Scheduled to ship in November 2022.
NJS 501\$25.99



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STRATEGY Games

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- Highly replayable! Variable ship layout, seven playable characters, variants to increase difficulty.
- Same great gameplay as original printing, and now includes 7 pirate miniatures!

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Ages 13+ 2-5 Players 60-75 min

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OINK GAMES



ORDER OVERLOAD: CAFE

You and your fellow players work in a coffee shop in *Order Overload: Cafe*, and to keep your jobs, you need to keep a handle on all the orders coming in. Will you be able to make the right drinks? Scheduled to ship in October 2022.

ONK OOC\$23.00



TOWN 66

The residents of Town 66 can't stand it when houses with the same shape or color are lined up with each other. Try to build as many houses as you can while keeping in mind which houses in your hand can be built at the end. Scheduled to ship in September 2022.

ONK TSS.....\$23.00

OSPREY GAMES



HARD CITY: NOIR RPG

A roleplaying game of mystery and hardboiled action in a city that never sleeps. Scheduled to ship in November 2022.

OSP RPG011\$25.00



JACKALS RPG: TRAVELERS ON THE WAR ROAD

A supplement for Jackals, introducing new rites, talents, and virtues for players as well as an exploration of the history and cultures of the Zaharets. Scheduled to ship in November 2022.

OSP RPG014.....\$25.00

SPOTLIGHT ON



UNDAUNTED: STALINGRAD

Undaunted: Stalingrad is a monumental, platoon-level, standalone game that expands the series' scope and challenge beyond anything that's come before. Featuring more than 300 unique illustrations by Roland MacDonald and 150 evocative mission briefings written by acclaimed author Robbie MacNiven, immerse yourself in this campaign at the heart of the war. Scheduled to ship in October 2022.

OSP GAM045\$120.00



XENOS RAMPANT

Xenos Rampant is a setting agnostic, large skirmish, miniature wargame for fighting science fiction battles using 28mm figures. *Xenos Rampant* contains all the rules, army lists, and scenarios required to fight science fiction battles as well as a whole host of subgenres including: raygun gothic, post-apocalyptic, weird war, near future. So, whatever your science fiction preference, the rules can cover it – just let your imagination run rampant. Scheduled to ship in November 2022.

OSP GAM047\$35.00

PAIZO PUBLISHING



PATHFINDER RPG: ABOMINATION VAULTS BATTLE CARDS (P2)

Delve deep into this massive collection of 200 reference cards featuring every monster from the *Abomination Vaults Adventure Path*! Each 4 x 6 card is printed on sturdy cardstock and features a beautiful, fullcolor image of a monster on one side, while the other side provides that monster's Pathfinder Second Edition statistics for quick and easy reference. Show the players what their characters are facing while keeping statistics at the ready for every creepy aberration, sneaky hunter, subterranean horror, and cautious ally in the massive megadungeon called the *Abomination Vaults*! Scheduled to ship in November 2022.

PZO 2232\$39.99



PATHFINDER RPG: FLIP-MAT - DEADLY MINES MULTI-PACK

Not all mines are filled with opportunities for wealthsome contain even greater opportunities for danger! *The Pathfinder Flip-Mat: Deadly Mines Multi-Pack* features two maps that combine to form a massive sprawling mine complex. This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. The next time your players are ready to explore a long-lost mine, this map has you covered! Scheduled to ship in November 2022.

PZO 30125\$26.99



PATHFINDER RPG: ADVENTURE PATH - BLOOD LORDS PART 5 - A TASTE OF ASHES (P2)

A Taste of Ashes is a Pathfinder adventure for four less-than-good-hearted 15th-level characters. This adventure continues the *Blood Lords Adventure Path*, a six-part, monthly campaign in which the characters rise from skilled troubleshooters to join the Blood Lords who rule a land of the dead. The adventure also details the Warmaster Council orchestrating the nation's defenses and explores trade routes across the Inner Sea region. New items, spells, monsters, and more await in 'A Taste of Ashes.' Scheduled to ship in November 2022.

PZO 90185\$26.99



PATHFINDER RPG: FLIP-TILES - MONSTER LAIRS

Great treasures are for the taking to those willing to confront a monster in its lair, and this *Pathfinder Flip-Tiles* expansion presents an array of lairs suitable for a wide variety of monsters and environments! Inside, you'll find 24 richly crafted, beautifully illustrated, double-sided 6 by 6 map tiles ready to set the scene for pulse-pounding adventure. So stop your sketching and start your flipping today! Scheduled to ship in November 2022.

PZO 4097\$22.99

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Play feathers into plumes
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peacocks will win!



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Game play
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minutes

Ages
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2-6
players

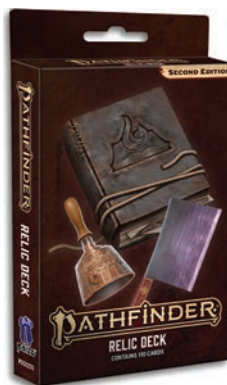
SPOTLIGHT ON



PATHFINDER RPG: LOST OMENS - IMPOSSIBLE LANDS HARDCOVER (P2)

Imagine the Impossible! In a land still scarred by a war between two undying archmagics and their respective nations, reality defies the rules binding the rest of the world. Cities crafted by wishes and fields harvested by the walking dead lay in between lands where magic warps and twists with an undefinable will. Explore the history of immortal wizard kings, wield explosive and unusual technology, and channel awe-inspiring legends in a region where the present is still haunted by the past, and echoes of destruction still shudder across the minds and souls of those who brave the Impossible Lands! The deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in November 2022.

REGULAR EDITION PZO 9314\$59.99
SPECIAL EDITION PZO 9314-SE.....\$79.99



PATHFINDER RPG: RELICS DECK (P2)

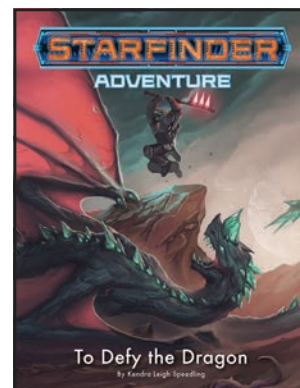
Few things draw the attention of a hero more than a mysterious magic item, especially one that grows in power with them, becoming a legend in its own right! Relics are powerful magic items that you can customize to the story of your game, gaining powers along one or two themes. The cards in this deck include all of the abilities from the Pathfinder Gamemastery Guide and Secrets of Magic. Combined with an item card, this deck allows you to plan out the powers of your relic and serves as a handy reminder of what mighty feats it can accomplish! Scheduled to ship in November 2022.

PZO 2234\$22.99

STARFINDER RPG: ADVENTURE PATH - TO DEFY THE DRAGON

To Defy the Dragon is a complete Starfinder adventure for 10th-level characters written by Kendra Leigh Speedling, and features a primer on Genrovis and its secrets as well as new stormmetal mech options! Scheduled to ship in November 2022.

PZO 7605\$24.99



STARFINDER RPG: FLIP-MAT - METROPOLIS

This double-sided Starfinder Flip-Mat features the skyscrapers and streets of a modern city center on one side and a wide-open traffic circle around a modern sculpture garden perfect for vehicle or mech combat on the other. Starfinder Flip-Mats present ready-to-use science-fantasy set pieces for the busy Game Master. With *Starfinder Flip-Mat: Metropolis*, you'll be ready for the next time your players hit the town! Scheduled to ship in November 2022.

PZO 7334\$16.99

RACE FOR THE GALAXY

Expansion and Brinkmanship

All of Expansion Arc 1

As empires expand into space, they encounter mysterious alien artifacts and races uplifted to sentience eons ago. Meanwhile, Imperium factions provoke other worlds to ally and rebel as the galaxy drifts towards war. Can you build the most prosperous space empire in these challenging times?



Expansion and Brinkmanship bundles 3 previously published expansions, **The Gathering Storm**, **Rebel vs Imperium**, and **The Brink of War** into a single product, compatible with **2nd Edition Race for the Galaxy**.

Available Now!

www.RioGrandeGames.com





STARFINDER RPG: INTERSTELLAR SPECIES HARDCOVER

Bring an array of aliens both weird and familiar to your science fantasy adventures with *Interstellar Species*, the newest rulebook for the *Starfinder* Roleplaying Game! This gorgeously illustrated reference provides deep dives on 25 playable *Starfinder* species, each with thematic player options usable by any character, plus new options for 7 *Starfinder* character classes. There's also a system for easily creating your own playable species, and a catalog of around 100 thematic nonplayer characters ready to slot into any adventure! Scheduled to ship in November 2022.

PZO 7120\$44.99



PALLADIUM BOOKS

SPOTLIGHT ON



RIFFTS: EUROPEAN CASTLES

Scheduled to ship in September 2022.

PAL 410\$9.99

RIFFTS: EXOTIC WEAPONS

Scheduled to ship in August 2022.

PAL 409\$9.99

PINK TIGER GAMES

LOST FOR WORDS

Lost for Words has over 300 unique words from over 60 different languages, aiming to broaden our vocabularies, as well as our emotional awareness. Scheduled to ship in November 2022.

PKT LOSTFORWORDS\$24.99

POKÉMON USA

POKÉMON TCG

INFERNAPE V BOX

Blaze a new trail in battle with the agility and power of *Infernape V*! Keep the coins flipping with its Meteor Punch attack, then burn down the battlefield with a massive Bright Flame! In this box, you'll find playable and oversize versions of *Infernape V*, plus a bonus playable card featuring *Empoleon*. You'll also get a handful of *Pokémon TCG* booster packs to enhance your decks and fill out your collection.

PUI 29085119PI



POKÉMON TCG: SWORD & SHIELD

SPOTLIGHT ON



LOST ORIGIN: BOOSTER BUNDLE CASE (25)

Expand your collection with this *Booster Bundle Case* containing six booster packs from *Pokémon TCG: Sword & Shield Lost Origin*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 18287146PI

LOST ORIGIN: BOOSTER DISPLAY (36)

As the boundary between dimensions tears apart, *Giratina VSTAR* plunges the world into the abyssal shadow of the *Lost Zone*! While *Aerodactyl VSTAR* harnesses this distorted power, *Magnezone*, *Drapion*, *Hisuian Goodra*, and *Hisuian Zoroark* also appear as *Pokémon VSTAR* to show off their own astonishing skills, joined by *Kyurem VMAX*. Above the shadows, *Enamorus V* and *Radiant Gardevoir* conjure up dazzling magic in the *Sword & Shield Lost Origin* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 18286055PI



SPOTLIGHT ON



LOST ORIGIN: BUILD & BATTLE BOX DISPLAY (10)

Each *Pokémon TCG: Sword & Shield Lost Origin Build & Battle Box* includes: a 40-card ready-to-play deck including 1 of 4 unique foil promo cards, 4 *Pokémon TCG: Sword & Shield Lost Origin* booster packs, and a code card for *Pokémon TCG Live*. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 18286069PI



LOST ORIGIN BUILD & BATTLE STADIUM

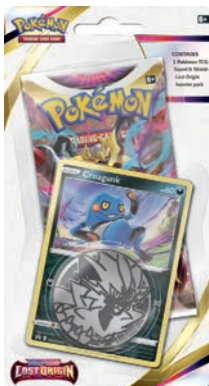
Build two decks with a friend and then play right away! This *Pokémon TCG: Sword & Shield Lost Origin Build & Battle Stadium* contains a massive set of cards, including two *Build & Battle Boxes*. Each *Build & Battle Box* contains four booster packs and a 40-card deck that includes an exclusive foil card. You can play these decks right out of the box or enhance them with cards from the booster packs. Get ready to face your opponents in the *Build & Battle Stadium*!

PUI 18285072PI

LOST ORIGIN: CHECKLANE BLISTERS CARTON (16)

As the boundary between dimensions tears apart, *Giratina VSTAR* plunges the world into the abyssal shadow of the *Lost Zone*! While *Aerodactyl VSTAR* harnesses this distorted power, *Magnezone*, *Drapion*, *Hisuian Goodra*, and *Hisuian Zoroark* also appear as *Pokémon VSTAR* to show off their own astonishing skills, joined by *Kyurem VMAX*. Above the shadows, *Enamorus V* and *Radiant Gardevoir* conjure up dazzling magic in the *Sword & Shield Lost Origin* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 18285061PI





LOST ORIGIN: ELITE TRAINER BOX
As the boundary between dimensions tears apart, Giratina VSTAR plunges the world into the abyssal shadow of the Lost Zone! While Aerodactyl VSTAR harnesses this distorted power, Magnezone, Drapion, Hisuian Goodra, and Hisuian Zoroark also appear as Pokémon VSTAR to show off their own astonishing skills, joined by Kyurem VMAX. Above the shadows, Enamorus V and Radiant Gardevoir conjure up dazzling magic in the Sword & Shield Lost Origin expansion! PUI 18285071.....PI

SPOTLIGHT ON



LOST ORIGIN: SLEEVED BOOSTER CASE (144)

As the boundary between dimensions tears apart, Giratina VSTAR plunges the world into the abyssal shadow of the Lost Zone! While Aerodactyl VSTAR harnesses this distorted power, Magnezone, Drapion, Hisuian Goodra, and Hisuian Zoroark also appear as Pokémon VSTAR to show off their own astonishing skills, joined by Kyurem VMAX. Above the shadows, Enamorus V and Radiant Gardevoir conjure up dazzling magic in the Sword & Shield Lost Origin expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 18287056.....PI



LOST ORIGIN: THREE-BOOSTER BLISTER CARTON (24)

As the boundary between dimensions tears apart, Giratina VSTAR plunges the world into the abyssal shadow of the Lost Zone! While Aerodactyl VSTAR harnesses this distorted power, Magnezone, Drapion, Hisuian Goodra, and Hisuian Zoroark also appear as Pokémon VSTAR to show off their own astonishing skills, joined by Kyurem VMAX. Above the shadows, Enamorus V and Radiant Gardevoir conjure up dazzling magic in the Sword & Shield Lost Origin expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 18287060.....PI



PORTAL

BRAZIL: IMPERIAL

Brazil: Imperial is set in Brazil between the 16th and 19th centuries and is strongly tied to rich Brazilian history by bringing historical figures to the game. Each player takes on the role of a monarch working to build a prosperous nation and advance it throughout 3 eras. Players send military units to explore and defend their territory, construct and renovate cities, farms, and mines, produce and trade resources—wood, sugar cane, cotton, and coffee, and acquire the support of historical figures from Brazil's past to receive special powers. Scheduled to ship in August 2022. PLG BRA010322EN.....\$70.00



PATHFINDER



PATHFINDER ADVENTURE: CROWN OF THE KOBOLD KING

This hardcover gathers three classic adventures into one unforgettable compilation, expanding them into a mini-campaign.

PZ09562 MSRP \$39.99



PATHFINDER BOOK OF THE DEAD BATTLE CARDS

These colorful quick-reference cards bring undead creatures to life on your tabletop in all their horrifying detail!

PZ02233 MSRP \$34.99



PATHFINDER LOST OMENS TRAVEL GUIDE

This book is your companion to the culture, life, and sights of the Inner Sea, guiding you through a variety of topics of interest.

PZ09313 MSRP 39.99



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IMPERIAL SETTLERS: EMPIRES OF THE NORTH - WRATH OF THE LIGHTHOUSE

Empires of the North: The Wrath of the Lighthouse comes with 15 unique solo scenarios played in the order corresponding with the story included in the Campaign book. When playing the campaign mode, players gain access to the new type of cards including Event cards, Legacy locations cards that last from one game to another, and Lighthouses cards that are shuffled to Island decks. Scheduled to ship in September 2022. PLG 1236.....\$40.00



JAPANESE DICE SET - LAST WORDS STONE (7)

Scheduled to ship in September 2022. QWS SKAN18\$19.00

JAPANESE DICE SET - SWEET SPRING MEMORY (7)

Scheduled to ship in September 2022. QWS SKAN4R\$19.00

DRAGONS DICE SET QUARTZ (7)

Scheduled to ship in September 2022. QWS SDRA4T\$14.00

RAVENSBURGER

COLD CASE

Scheduled to ship in August 2022.



A PINCH OF MURDER

In 1983, Harold Green planned to attend his church's annual summerfair in Melmbury, England. When he never showed up, a casual search for him led to the discovery of his dead body. The murder was never solved. Immerse Yourself in a Cold Case Mystery. In the Cold Case series, you have been summoned to investigate the unsolved cases of victims murdered decades ago, piecing together the details that the police could never find. TKF 76445\$15.99



A STORY TO DIE FOR

In 1988, Andy Bailey, a 23-year-old investigative reporter, was found shot to death in the small town of Camdale, England. Despite their best efforts, the police never found his murderer. In Cold Case: A Story to Die For, YOU investigate the cold case of Andy Bailey and attempt to solve the crime. Immerse Yourself in a Cold Case Mystery. scheduled to ship in August 2022. TKF 76444\$15.99



MURDER WITH INTEREST

In Cold Case: Murder with Interest, YOU investigate the deaths of Dave Connelly and Clare O'Callaghan and attempt to finally solve the crime. Immerse Yourself in a Cold Case Mystery. Scheduled to ship in August 2022. TKF 76477\$15.99

PRIVATEER PRESS

MONSTERPOCALYPSE

Scheduled to ship in September 2022.



EARTH KAMI AND WATER AVATAR ELEMENTAL CHAMPIONS UNITS (RESIN)

PIP 51196..... PI



TECTOMOC ELEMENTAL CHAMPIONS MONSTER (RESIN)

PIP 51194 PI



MUCUSTOS SAVAGE SWARM MONSTER (METAL/RESIN)

PIP 51195..... PI



VICE PINCHERS AND STEELBACK ROACHES SAVAGE SWARM UNITS (METAL)

PIP 51197 PI

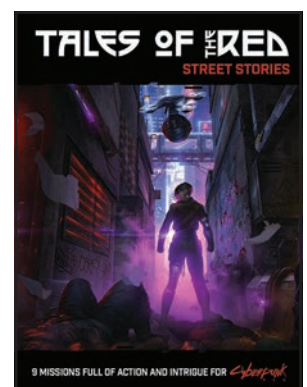
Q-WORKSHOP



ADVENT DICE CALENDAR #03

Santa is closer with each moment! Count down the days until until Christmas! Open 24 slots of the colorful cardboard box - inside 23 of them, you'll find a fantastic dice created by Q-Workshop, plus a metal coin in the last one! Discover astonishing designs of intricate engravings and beautiful color themes, and dive into the magnificent world of dice! Make yourself a little gift every day before Christmas Eve! Scheduled to ship in October 2022. QWS ADC103\$50.00

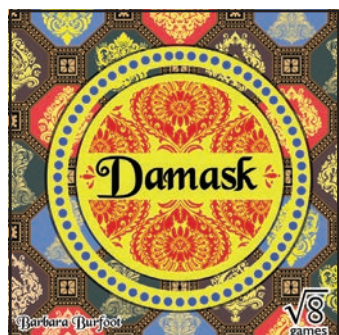
R. TALSORIAN GAMES



CYBERPUNK RED: TALES OF THE RED - STREET STORIES

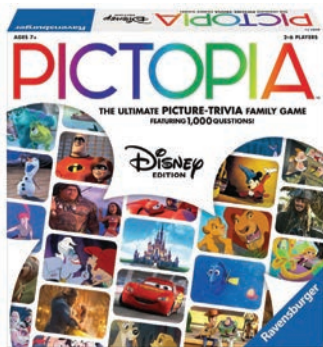
Beneath the thin layer of advertising and grime, its got some tales to tell. Stories of vicious gangs, hellbent artificial intelligence, and love. You'll get to meet suave mercenaries and movie stars, and even take a ride in a submarine. You'll fight cyberpsychos, dirty reporters, rival Edgerunners, and a high-flying assault team. The city is voracious. It needs more bodies to chew on, and you'll supply them one way or another. Scheduled to ship in August 2022. RTG CR3051\$40.00

RADICAL 8 GAMES



DAMASK

European traders first encountered the Chinese silk patterns in the city of Damascus, and gave them the name 'Damask'. We have worked hard to represent the style and beauty of those patterns in Damask, a clever yet easily accessible game. Our unique components, such as the spinning wheel, don't just look amazing on the table, but also enable interesting choices which make for an original and fun game. Damask is easy to learn, but still has deep decisions resulting from the clever intertwining of its mechanics. Scheduled to ship in November 2022. RAL 03000\$55.00



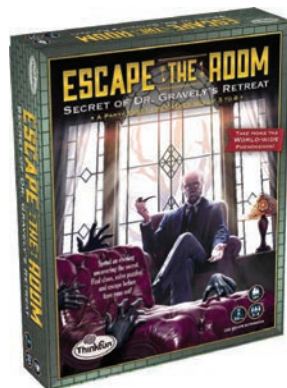
DISNEY PICTOPIA CARD GAME
Scheduled to ship in August 2022.
RVN 60001954..... PI

ESCAPE THE ROOM

Scheduled to ship in August 2022.



THE CURSED DOLLHOUSE
Prepare yourself for the most immersive Escape Room experience ever, right in your very own home! In *The Cursed Dollhouse*, players will explore a mysterious three-dimensional Doll House, solving highly challenging puzzles in search of a way to escape. Five rooms, each containing objects to investigate, secret items to discover, and multiple puzzles to solve, will keep even the most skilled players engaged through several hours of play.
TKF 7353\$43.99



SECRET OF DR. GAVELY'S RETREAT
The year is 1913 and you are the lucky winner of a free stay at Foxcrest Retreat, where the famed Dr. Gavely has improved upon the latest in spa treatments and relaxation for those of high social standing. You take a long all-expense-paid train ride to the retreat. Upon your arrival, however, you and your fellow guests may find the health retreat is not what it seems...
TKF 7352\$23.99

MYSTERY AT THE STARGAZER'S MANOR

Its 1869 and the towns well-respected astronomer has not been seen since the untimely passing of his wife. Recently, strange things have been happening at his manor and unfamiliar noises, an unpleasant smell, and smoke billowing from the observatory. Its up to you and your guests to solve the mystery at the Stargazers Manor!
TKF 7351\$23.99



SPOTLIGHT ON



THE GREAT BRITISH BAKING SHOW GAME



THE GREAT BRITISH BAKING SHOW GAME

In *The Great British Baking Show Game*, players take the role of bakers on the show and race each other to recreate the configuration of baking cards shown on the recipe cards. Players need to choose whether to move quickly at all costs, or whether to take more time to select the best flavors for their bake and avoid the dreaded 'soggy' cards. To capture the sportsmanship demonstrated when bakers step in to assist others, players can use 'Help!' cards to select wild cards from the center of the table. A 'Bin' token allows players to throw out elements of their bake once per round. Scheduled to ship in August 2022.
RVN 60001950..... PI



MINECRAFT PORTAL DASH

Based on the world-famous video game phenomenon 'Minecraft', 1-4 players try to escape from Minecraft's fiery underworld, the Nether in this cooperative adventure. You sprint through rugged landscapes full of magma and lava and prove yourself against dangerous monsters. Players need to complete the portal in time and defeat its monstrous guardians to survive the adventure together. Scheduled to ship in October 2022.
RVN 27462..... PI

SPOTLIGHT ON



PUERTO RICO 1897

Puerto Rico, as part of the Alea Revised Big Box Series, is a redesigned version of the classic game from 2002, similar to the 2011 Anniversary Edition of *Puerto Rico*. The box contains all official expansions and promos that have been released up to this point. In *Puerto Rico* players assume the roles of colonial governors on the island of Puerto Rico. The aim of the game is to amass victory points by shipping goods to Europe or by constructing buildings. Scheduled to ship in October 2022.
RVN 27348.....\$49.99



SPIDEY AND HIS AMAZING FRIENDS LABYRINTH JR.

Spider-Man, Spider-Gwen, Miles Morales, and their friends are lost in the labyrinth. Help find them by shifting the maze and moving along the paths. The first to find all the characters on their tokens and return to their starting place wins. Scheduled to ship in August 2022.
RVN 20894.....\$26.99

RESTORATION GAMES



UNMATCHED: HOUDINI VS. THE GENIE

Unmatched is a highly asymmetrical miniature fighting game for two or four players. Each hero is represented by a unique deck designed to evoke their style and legend. Tactical movement and no-luck combat resolution create a unique play experience that rewards expertise, but just when you've mastered one set, new heroes arrive to provide all new match-ups. *Unmatched: Houdini vs. The Genie* adds two new heroes: Harry Houdini and The Genie of the Lamp. Scheduled to ship in September 2022.
REO 9310\$24.95



UNMATCHED: MARVEL - FOR KING AND COUNTRY

Unmatched is a highly asymmetrical miniature fighting game for two or four players. Each hero is represented by a unique deck designed to evoke their style and legend. Tactical movement and no-luck combat resolution create a unique play experience that rewards expertise, but just when you've mastered one set, new heroes arrive to provide all new match-ups. *Unmatched: For King and Country* features three characters from the Marvel comics universe: Black Widow, Black Panther, and Winter Soldier. Scheduled to ship in November 2022.
REO 9314\$49.95

UNMATCHED: MARVEL - TEEN SPIRIT

Unmatched is a highly asymmetrical miniature fighting game for two or four players. Each hero is represented by a unique deck designed to evoke their style and legend. Tactical movement and no-luck combat resolution create a unique play experience that rewards expertise, but just when you've mastered one set, new heroes arrive to provide all new match-ups. *Unmatched: Teen Spirit* features four characters from the Marvel comics universe: Ms. Marvel, Squirrel Girl, and the team of Cloak and Dagger. Scheduled to ship in November 2022.
REO 9313\$49.95

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8+
2-4

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RELEASE

FAMILY

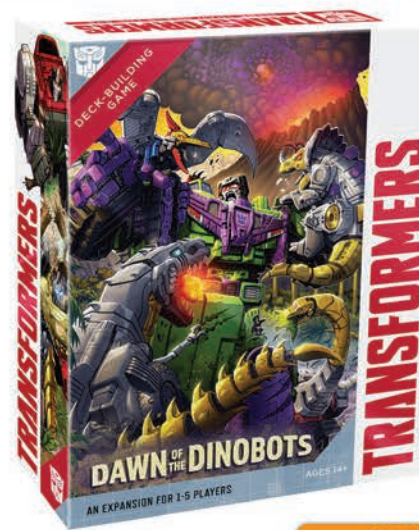
MY LITTLE PONY ADVENTURES IN EQUESTRIA FAMILIAR FACES EXPANSION

- A cooperative deck-building game expansion!
- New characters include Discord, Trixie, Starlight Glimmer, and Spike!
- New characters, hurdles, and challenges!
- Travel around Equestria to complete tasks and overcome the challenge!

RGS02422

\$30

OCTOBER RELEASE!



14+

STRATEGY

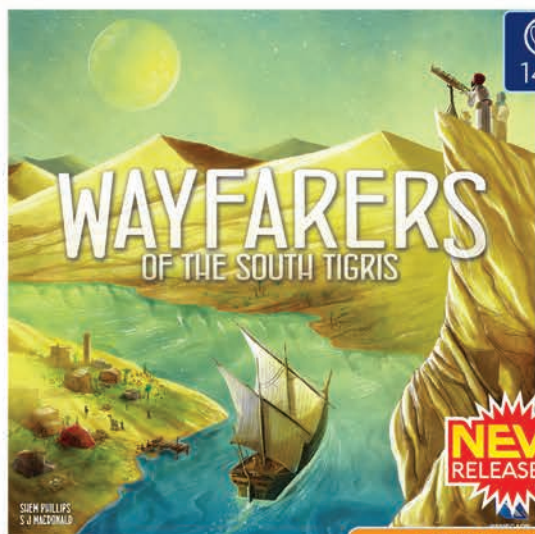
TRANSFORMERS DECK-BUILDING GAME DAWN OF THE DINOBOTS EXPANSION

- Grimlock and the Dinobots have arrived to deliver a prehistoric punch!
- Featuring Devastator, on a giant-sized card, as the first playable Combiner!
- New player cards for even more variety!

RGS02420

\$28

AVAILABLE SOON!



14+

NEW!
RELEASE

STRATEGY

WAYFARERS OF THE SOUTH TIGRIS

- Challenging dice placement strategy game!
- Become explorers, cartographers, and astronomers, delving into the lands around ancient Baghdad.
- Grow your personal map tableau, gaining access to new actions and abilities.

RGS02509

\$60

COMING SOON!



14+

NEW!
RELEASE

STRATEGY

AMERICAN PSYCHO: A KILLER GAME

- Take on your fellow investment bankers in this game of yuppie one-upmanship!
- Have the best clothes, reservations at the nicest restaurants, and better business cards than your hated colleagues.
- Keep your psychotic rage and rising body count in check!

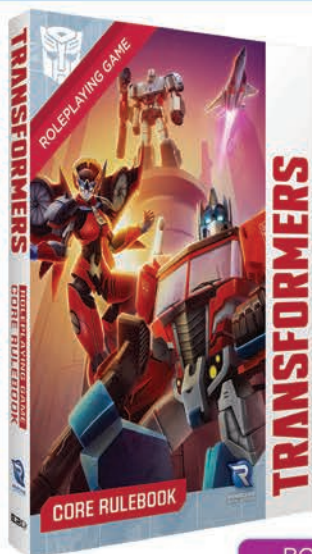
RGS02434

\$30

OCTOBER RELEASE!



WWW.RENEGADEGAMES.COM



ROLE-PLAYING

TRANSFORMERS

ROLEPLAYING GAME CORE RULEBOOK

- Complete rules for players and Game Masters focused on fun storytelling and epic combat
- Character creation tools, weapons, equipment, vehicles, and villain dossiers
- Combat and exploration information, details of secret bases and special equipment, and tools to get your campaign started
- An introductory adventure for 1st-level characters that is ready to play with your new character

RGS08433

\$55

NOW AVAILABLE!



ROLE-PLAYING

TRANSFORMERS

ROLEPLAYING GAME BEACON OF HOPE ADVENTURE & GM SCREEN

- 32 page booklet featuring "A Beacon of Hope" adventure for low level players
- Original Transformers artwork for the outer GM Screen panels
- Reference tables and key rules to streamline gameplay inside GM Screen

RGS09621

\$28

NOW AVAILABLE!



ROLE-PLAYING

TRANSFORMERS

ROLEPLAYING GAME DICE SET

- Autobot icon as highest number on each die
- Easily identify your critical successes in the game!
- Includes d2 coin, d4, d6, d8, d10, d12, and 2 d20 dice

RGS02380

\$15



NOW AVAILABLE!



ROLE-PLAYING

TRANSFORMERS

ROLEPLAYING GAME DICE BAG

- High quality, double-lined fabric dice bag
- Locking drawstring clasp secures your accessories inside the bag
- Soft interior liner keeps dice scratch-free and safe
- Measures 6.25" x 8.5" when flat

RGS02382

\$15



NOW AVAILABLE!



ROLE-PLAYING

TRANSFORMERS

ROLEPLAYING GAME CHARACTER JOURNAL

- Expanded character sheet
- Character-building prompts and history pages
- Linen-look hardcover book with 80 pages and ribbon bookmark

RGS01101

\$21.99



NOW AVAILABLE!



RIO GRANDE GAMES



DOMINION 2ND EDITION: HINTERLANDS EXPANSION

One of these most popular expansions for *Dominion* gets a new edition, 9 new cards (never been published), Replaces cards from the original expansion released in 2011. This is an expansion only! Must own the *Dominion* base game to play. Scheduled to ship in July 2022.

RGG 623\$39.95



DOMINION 2ND EDITION: PROSPERITY EXPANSION

One of these most popular expansions for *Dominion* gets a new edition, 9 new cards (never been published), Replaces 9 cards from the original expansion released in 2010. This is an expansion only! Must own the *Dominion* base game to play. Scheduled to ship in July 2022.

RGG 622\$44.95



DOMINION 2ND EDITION: HINTERLANDS UPDATE PACK

An *Update Pack* is also available separately for owners of the first edition. This pack contains only the 9 new cards included in the 2nd edition. Scheduled to ship in July 2022.

RGG 626\$14.95



DOMINION 2ND EDITION: PROSPERITY UPDATE PACK

An *Update Pack* is also available separately for owners of the first edition. This pack contains only the 9 new cards included in the 2nd edition. Scheduled to ship in July 2022.

RGG 625\$14.95

ROOKIE MAGE GAMES



DON'T GET STABBED

The Ultimate Horror Game for Scary Movie Fans! Have a killer game night with *Don't Get Stabbed!* The game where you get to kill your family and friends (for pretend). Inspired by horror movies but light-hearted enough for everyone to enjoy. One player is the killer. The rest are victims. The killer wins when all the victims have three Stab Cards. The victims win by escaping. Scheduled to ship in September 2022.

RMG DGS10PI

SIRIUS DICE

RPG DICE SET (7)



CLOAK & DAGGER - BLACK

SDZ 0010-06\$32.50

ILLUSORY METAL - COPPER

SDZ 0017-01\$24.99



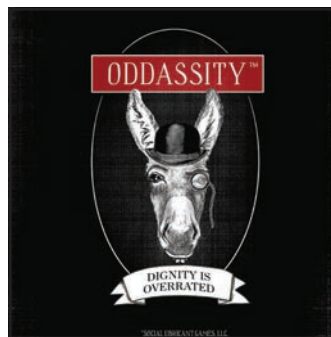
ILLUSORY METAL - GOLD

SDZ 0017-03\$24.99

ILLUSORY METAL - SILVER

SDZ 0017-02\$24.99

SOCIAL LUBRICANT GAMES



ODDASSITY

Oddassity is an experience of hilarious dares and improv situations that brings the entire party to its knees with laughter. As the host, you can customize your unforgettable party with three mixable *Oddassity* decks of increasingly absurd challenges. The Play cards will deal out *Oddassities* like Russian Roulette, revealing hidden talents, deepening friendships, and creating lasting memories. Scheduled to ship in September 2022.

SLG ODD81504\$20.00

STEAMFORGED GAMES

SPOTLIGHT ON

EPIC ENCOUNTERS: COVE OF THE DRAGON TURTLE

SFL EE-016\$49.95



GODTEAR: LILY, THORNSINGER OF THE AZURE FOREST

SFL GT-026\$32.95

STEVE JACKSON GAMES



BAD CHRISTMAS

There are some strange things in the gift exchange this year. A tuna-flavored candy cane? A wind-up fruitcake? An inflatable birdhouse? They may be horrible but some of them are just what YOU want! Pick your favorites and try to get them as fast as you can, because the game might end at any time. What do you want for Christmas? Scheduled to ship in October 2022.

SJG 131354\$9.95



CALO'S BOOK OF MONSTERS (MORK BORG COMPATIBLE)

Destory your campaign with Calo's Book of Monsters, a collection of 20 new monsters appropriate to any Mork Borg game. Every monster includes encounter hooks to inspire the gamemaster and make it easy to drop any one of these terrifying creatures into your next game session. Scheduled to ship in November 2022.

SJG 3124.....\$24.95



12 DICE OF CHRISTMAS

12 Christmas-y dice make for one fast, fun game! You're picking dice to get the right numbers to buy the presents you need for Christmas and keep your friends from getting what THEY want. Easy to learn and quick to play, this will be a holiday favorite for everyone! Scheduled to ship in October 2022.

SJG 131351.....\$14.95

POLYHEDRAL DICE SETS (7)

Scheduled to ship in November 2022.



KITTEN

BLACK
SJG 5906B.....\$15.95
BROWN
SJG 5906D.....\$15.95
GRAY
SJG 5906C.....\$15.95
ORANGE
SJG 5906A.....\$15.95



MUNCHKIN - BLACK/WHITE

SJG 5545D.....\$15.95



MUNCHKIN - GREEN/YELLOW

SJG 5545C.....\$15.95



MUNCHKIN - RED/WHITE

SJG 5545A.....\$15.95



MUNCHKIN - TAN/BROWN

SJG 5545B.....\$15.95

D6 DICE SETS



SEAHORSE

Scheduled to ship in November 2022.
SJG 5900-08.....\$8.95



STARFISH D6 DICE SET

Scheduled to ship in October 2022.
SJG 5900-09.....\$8.95

ALLEGORY™



A Game Of Lore and Hidden Strategies!

Weave a trilogy of tales in an intriguing auction game of bidding, bluffing, and set collection.

Balance your stories and include your hidden moral to win!



www.CalliopeGames.com

Game play
30-50
minutes

Ages
8+

2-6
players

GAMES

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GTM

SEP
2022

51



GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



STEAMPUNK D6 DICE SET
Scheduled to ship in November 2022.
SJG 5900-06.....\$13.95

MUNCHKIN: MUNCHKIN 10 - TIME WARP
Munchkin 10 - Time Warp brings you 112 new cards compatible with the classic set by the TIME-honored team of Steve Jackson and John Kovalic. Arm yourself with George Washington's False Teeth and Archimedes' Screw. Whack your foes with the Philosopher's Stone and a precious Ming Vase. And what foes! Cleopatra and her Pet Roc... Lucrezia Borgia... with her Monkeys, and even Mrs. O'Leary's Cow, aided by Huns, Goths, and Vandals! Scheduled to ship in November 2022.
SJG 1467.....\$19.95



MUNCHKIN: MUNCHKIN BATMAN
Steve Jackson's Munchkin Presents Batman features more than 250 cards based on characters and settings in DC Comics' Batman universe. Scheduled to ship in October 2022.
SJG 4441.....\$44.95

STRONGHOLD GAMES

SPOTLIGHT ON



DULCE
Dulce is a short and sweet engine-building game where no bean goes unnoticed. Each round, players simultaneously draw a card and decide to either plant fields, harvest crops or build cafe. Scheduled to ship in September 2022.
SHG DLC1.....\$39.99

TRICK OR TREAT STUDIOS



CREATURE FEATURE
You are an agent in the golden age of monster movies! The actors you represent specialize in particular monstrous roles and you must compete to get them the best ones possible. Tactics and poker-style bluffing will take you far learn when to stand firm and go to a showdown or back down and accept a lesser role in a short feature. Is it better to employ your big stars now or hold them back to compete for more lucrative films? With a little luck skill and chutzpah you may be cackling evilly over your victory in Creature Feature! Designed by Richard Garfield and art by Terry Wolfinger. Scheduled to ship in September 2022.
TOT CFB01.....\$39.99



SHADOWGATE
Shadowgate, The Living Castle is a 2-4 Player semi-cooperative board game where the Players can choose between 8 different characters that have their own unique class, traits, and abilities and compete to gain XP points by completing Quests. This is done by equipping Item Cards and rolling dice to boost your stats so that you can meet the cost of the Quest. For each Quest you complete, each monster you defeat, for each Djinn Riddle you answer, and each Item you equip, you'll gain XP Points! Scheduled to ship in October 2022.
TOT SGB01.....\$59.95



TRICKS AND TREATS
From the designer that brought you Century: Spice Road, Emerson Matsuuchi! In Tricks and Treats you and your friends must fairly divide up the candy from this years trick-or-treating. While you may put candy into any bucket, if someone else can figure out which bucket belongs to you, you may lose it all! Scheduled to ship in October 2022.
TOT TTB01.....\$9.95

ZOMBIE MANIA
Roll Dice to fight off a horde of Zombies and send them back to the graveyard where they belong and maybe direct a few in your opponents direction while you are at it! Zombie Mania is a push your luck dice game where players try to remove the zombies who have invaded their buildings with successful dice rolls. You may re-roll your dice if you saved a gravestone that toss, but will you improve your results, or fail to remove any zombies at all by continuing to roll? First player to remove all Zombies from their building wins! Scheduled to ship in September 2022.
TOT ZMB01.....\$29.95



TROLL LORD GAMES



CASTLES & CRUSADES: ENGINEERING CASTLES SUPPLEMENT
Scheduled to ship in September 2022.
TLG 85042.....\$9.99

CASTLES & CRUSADES: ENGINEERING DUNGEONS SUPPLEMENT
Scheduled to ship in September 2022.
TLG 85012.....\$9.99

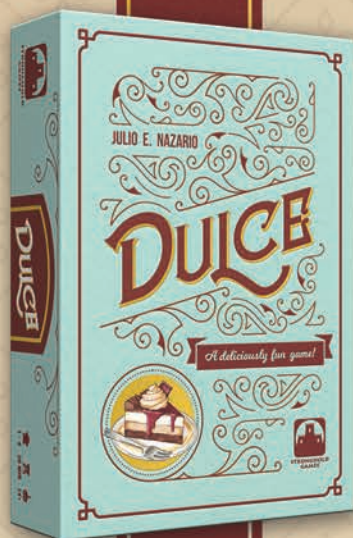
JULIO E. NAZARIO

1-4 30 MIN 14+

DULCE



A deliciously fun game!



DULCE is a short and sweet engine-building game where no bean goes unnoticed. Each round, players simultaneously draw a card and decide to either plant fields, harvest crops or build cafes.

**PLANT YOUR FIELDS
STRATEGICALLY AND USE EVERY
LAST RESOURCE TO MAKE THE
BEST CONFECTIONS AROUND!**

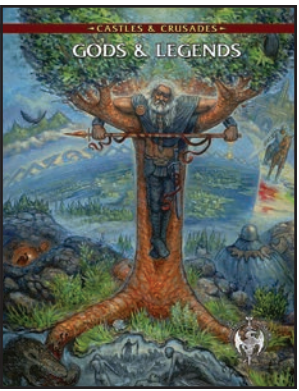


*Competition
is fierce in
the world of
sweets*



SKU: SGDLC1 - MSRP \$39.99





**CASTLES AND CRUSADES:
GODS & LEGENDS**

Within *Gods and Legends*, there are hundreds of deities for both your characters and monsters; dwarves, elves, gnomes, orcs, gnolls, and more besides. Each deity comes complete with information you will need from when to sacrifice to what kinds of temples they prefer. It also includes short stats for the gods of the Celts, ancient Germans, Norse, Romans and Greeks, Egyptians, and the Slavic Gods. More than that, *Gods and Legends* comes with guidelines on how to run deities and the characters that worship them. Scheduled to ship in October 2022.

TLG 80173.....\$29.99

ULTRA PRO INTERNATIONAL

SATIN CUBES

Scheduled to ship in December 2022.



GLITTER GREEN

UPI 16011.....PI



GLITTER RED

UPI 16009.....PI

SATIN TOWERS

Scheduled to ship in December 2022.



GLITTER GREEN

UPI 16015.....PI



GLITTER RED

UPI 16013.....PI



DUNGEONS & DRAGONS: HONOR AMONG THIEVES:

Scheduled to ship in March 2023.

**CHARACTER FOLIO WITH STICKERS
FEATURING: CHRIS PINE**

UPI 19714.....PI

**CHARACTER FOLIO WITH STICKERS
FEATURING: HUGH GRANT**

UPI 19715.....PI

**CHARACTER FOLIO WITH STICKERS
FEATURING: JUSTICE SMITH**

UPI 19718.....PI

**CHARACTER FOLIO WITH STICKERS
FEATURING: MICHELLE RODRIGUEZ**

UPI 19717.....PI

**CHARACTER FOLIO WITH STICKERS
FEATURING: REG-JEAN PAGE**

UPI 19719.....PI

**CHARACTER FOLIO WITH STICKERS
FEATURING: SOPHIA LILLIS**

UPI 19716.....PI

PLAYMAT FEATURING: CHRIS PINE

UPI 19702.....PI

PLAYMAT FEATURING: HUGH GRANT

UPI 19703.....PI

PLAYMAT FEATURING: ICONIC MONSTER 1

UPI 19708.....PI



DUNGEONS & DRAGONS: HONOR AMONG THIEVES:

Scheduled to ship in March 2023.

PLAYMAT FEATURING: ICONIC MONSTER 2

UPI 19709.....PI

PLAYMAT FEATURING: ICONIC MONSTER 3

UPI 19710.....PI

PLAYMAT FEATURING: JUSTICE SMITH

UPI 19706.....PI

**PLAYMAT FEATURING:
MICHELLE RODRIGUEZ**

UPI 19705.....PI

PLAYMAT FEATURING: REG-JEAN PAGE

UPI 19707.....PI

**PLAYMAT FEATURING:
SOPHIA LILLIS**

UPI 19704.....PI

PRINTED LEATHERETTE DICE TOWER

UPI 19711.....PI

**PRINTED LEATHERETTE
FOLDABLE DICE TRAY**

UPI 19712.....PI

**PRINTED LEATHERETTE
PRINTED BOOK FOLIO**

UPI 19713.....PI



TRADING CARD GAME

POKÉMON TCG: SWORD AND SHIELD 12

Scheduled to ship in November 2022.

4-POCKET PORTFOLIO

UPI 15793.....PI

9-POCKET PORTFOLIO

UPI 15794.....PI



POKÉMON TRAINER: MISSION

Pokémon are everywhere around you! Go search and catch them all! Follow the Poké Balls instructions to detect the Pokémon around you. Reach towards the sky to find Flying Pokémon! Search the floor to locate Crawling Pokémon. Jump, climb, crawlmove your body following the instructions to become the best trainer! Learn fun facts about the Pokémon you have caught and they will be added to your electronic collection. Scheduled to ship in September 2022.

UPE 10290.....PI

WORD FEVER

A classic *Scattergories* style word game with added challenges, action, and artificial intelligence, so that players of all ages and skills can play together! The challenge in *Word Fever* is clear: one topic, one letter, and a word that starts with that letter in that topic. The faster you answer, the more points you can win. Scheduled to ship in September 2022.

UPE 10288.....PI



UPPER DECK

LEGENDARY™

LEGENDARY DBG: MARVEL - THE INFINITY SAGA EXPANSION

The Infinity Saga from the Marvel Cinematic Universe reaches its climax in the world of *Legendary*! 31st Expansion to the vast *Legendary* landscape! Add to your collection with 5 Heroes, 2 Masterminds, 2 Villain groups and 4 Schemes! Players will cooperate against the forces of evil and compete against each other! Scheduled to ship in October 2022.

UDC 99798..... PI

OFFERED AGAIN

O/A LEGENDARY DBG: BLACK WIDOW EXPANSION

The Black Widow returns to *Legendary* to join the vast pool of amazing Super Heroes! 2 New Masterminds and Villain Groups to watch out for! Players can work both with and against other players to defeat evil! All cards contain original art! Black Widow, Red Guardian, Winter Soldier, and the White Tiger join the fight against evil.

UDC 97444..... PI

VERY SPECIAL GAMES

PUNS OF ANARCHY

The game of rapid-fire pun-making! No bands or movies are safe from becoming hilarious wordplay. Each round, every player is the judge of a category such as food or reasons to worry. They also have punnable cards with phrases such as The Walking Dead or Brave New World to modify with a dry erase marker and put in another player's category. The round ends once each category has at least 4 puns. Players decide which pun they like best and give the category card to the person who played it. Play continues until someone earns ten category cards. Scheduled to ship in September 2022.

VSG POACORE..... \$24.99



PUNS OF ANARCHY: EXPANSION PACK

Ready to take your punning to the next level? This *Puns of Anarchy* Expansion Pack is the perfect addition to the base game, adding new ridiculous categories and loads of fresh Punnable cards. Make puns on nursery rhymes, cereal brands, and more! This pack fits seamlessly with the original *Puns of Anarchy* game, and will add hours of wildly creative, laugh-out-loud punning. Scheduled to ship in September 2022.

VSG POAX..... \$19.99

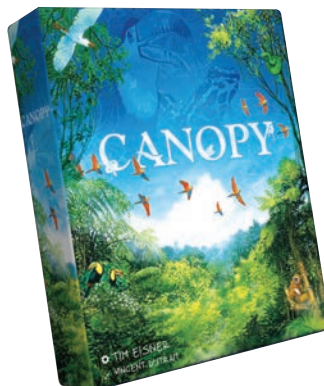
WEIRD CITY GAMES

OFFERED AGAIN

O/A CANOPY

Canopy is a game for 1-4, where players compete to grow the most bountiful rainforest. The jungle ecosystem is full of symbiosis, and players must grow tall trees and lush jungle plants to attract the most diverse wildlife. By carefully selecting what grows in your forest you can create the ideal balance of flora and fauna and give rise to a thriving ecosystem.

WCG 011..... \$29.95



UNSTABLE GAMES™





















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GAMES

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GTM

SEP 2022

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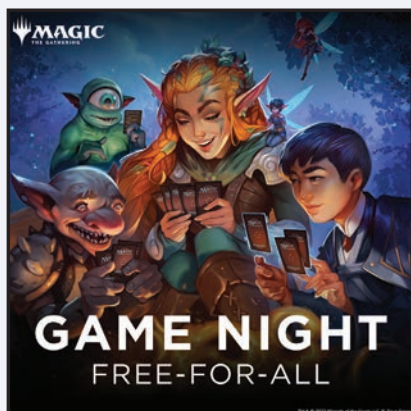
SPOTLIGHT ON


MAGIC THE GATHERING CCG: CHALLENGER PIONEER DECK 2022 DISPLAY (8)

Each 60-card deck (includes basic lands) comes ready to play and is powerful enough to compete in the Pioneer format. With every deck you'll also get a 15-card sideboard to fine-tune your strategy, 5 double-sided tokens, 6 Helper cards for use with double-faced cards, and a deck box (can hold 75 sleeved cards). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC C99890000.....PI

SPOTLIGHT ON


MAGIC THE GATHERING CCG: GAME NIGHT - FREE FOR ALL CARTON (4)

Game Night: Free-for-All contains everything you need to challenge friends and family to epic magical battles. *Game Night* takes all the thrills of a magical, no-holds-barred slugfest and jams them into a single box. Pick one of five different decks, each with its own personality, then battle your friends and family in one-on-one bouts or multiplayer melees. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D01510000.....PI

WIZKIDS/NECA


ATLANTIC ROBOT LEAGUE

In *Atlantic Robot League*, players place bets on the outcome of a massive mech battle the size of a dozen city blocks! After bets are placed, they get the chance to influence the battle by sliding the Mechs across the arena, knocking out rivals, and buying Scheme cards from the Insider to bend the rules. *Atlantic Robot League's* innovative gameplay is designed by Camden Clutter, and the neon-filled futuristic illustrations are from Gabo. Will you hedge your bets by selecting a variety of mechs, or double down on your favorite teams in search of a massive payout? Find out on gameday for the *Atlantic Robot League*! Scheduled to ship in September 2022.

WZK 87566.....\$34.99

**DUNGEONS & DRAGONS:
ONSLAUGHT FACTION PACKS**

Scheduled to ship in February 2023.

SPOTLIGHT ON


MANY ARROWS

The *Many Arrows Faction Pack* expands your games of D&D Onslaught with an aggressive, hard-hitting faction largely comprised of Orc warriors and their allies. The Many Arrows specialize in Rooting and Slowing their foes, keeping the opposition from vital objectives and within range of powerful, short-ranged attacks. *Faction Packs* are a perfect entry point to start collecting a new faction that will be supported with additional characters and content in the future. You can choose this faction in place of one of the two factions included in the *Core Set*.

WZK 89702.....\$59.99

SPOTLIGHT ON


RED WIZARDS

The *Red Wizards Faction Pack* expands your games of D&D Onslaught with a scheming and nefarious faction comprised of powerful spell casters and their martial allies. The Red Wizards have a number of characters capable of summoning minions like skeletons and shadowy hounds to their aid.

WZK 89704.....\$59.99

**DUNGEONS & DRAGONS NOLZUR'S
MARVELOUS UNPAINTED MINIATURES**

Scheduled to ship in November 2022.


PAINT KIT - ENLARGED DUERGAR

This paint kit may be sold on release — does not require an in-store event / WIN registration. Thanks to this all in-one kit, your customers will be able to attack this miniature like a painting pro and bring the foul dwarf to life! Specially designed to help painters at all levels!

WZK 90571.....\$19.99

DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES

Scheduled to ship in December 2022.



ADULT BLUE SHADOW DRAGON

Dungeons & Dragons Nolzur's Marvelous Miniatures come with highly-detailed figures, primed and ready to paint out of the box. These fantastic miniatures include deep cuts for easier painting. The packaging displays a highly detailed render on each side in addition to a window box, so customers know exactly what they are getting.

WZK 90605 \$89.99



GARGANTUAN TARRASQUE

Standing over 11 inches tall and 15.5 inches from its gnashing maw to its destructive tail. The legendary Tarrasque is possibly the most dreaded monster of the Material Plane. It is widely believed that only one of these creatures exists, though no one can predict where and when it will strike. Make sure to get yours today!

WZK 90576 PI



PAINT KIT - NYCALOTH

This paint kit may be sold on release — does not require an in-store event / WIN registration. Thanks to this all in-one kit, your customers will be able to attack this miniature like a painting pro and bring the foul dwarf to life! Specially designed to help painters at all levels!

WZK 90572 \$19.99

DUNGEONS & DRAGONS NOLZUR'S MARVELOUS UNPAINTED MINIATURES: W19

Scheduled to ship in December 2022.



ELF ROGUE & HALF-ELF ROGUE PROTG

WZK 90582 \$4.99



ENLARGED DUERGAR

WZK 90579 \$8.99



GIRALLON

WZK 90585 \$8.99



HEADLESS MONSTER

WZK 90581 \$4.99



HUMAN ARTIFICER & HUMAN APPRENTICE

WZK 90583 \$4.99



NOSFERATU

WZK 90588 \$4.99



NYCALOTH

WZK 90580 \$8.99



QUICKLINGS

WZK 90587 \$4.99



STONE GIANT

WZK 90498 \$14.99



VEGEPYGMIES

WZK 90590 \$4.99



WERERAVENS

WZK 90586 \$8.99



WHITE DRAGON WYRMLING

WZK 90589 \$8.99

DUNGEONS & DRAGONS: ICONS OF THE REALMS

Scheduled to ship in November 2022.



APPARATUS OF KWALISH BOXED FIGURE

D&D Icons of the Realms: Apparatus of Kwalish Boxed Figure is a new figure based off of the memorable magical Apparatus of Kwalish from the world of D&D. This huge 75mm figure can hold up to two medium or small sized creatures.

WZK 96161 \$44.99



THE MIGHTY SERVANT OF LEUK-O BOXED FIGURE

This huge 75mm figure can hold up to two medium or small sized creatures, just like the magic item in game below! Named for the warlord who infamously employed it, the Mighty Servant of Leuk-o is a fantastically powerful, 10-foot-tall machine that turns into an animate construct when piloted. Crafted of a gleaming black alloy of unknown origin, the servant is often described as a combination of a disproportioned dwarf and an oversized beetle. Scheduled to ship in November 2022.

WZK 96162 \$44.99

SPOTLIGHT ON



GITHYANKI WARBAND

The *D&D Icons of the Realms: Githyanki Warband* contains seven of the iconic *D&D* foe for your adventurers to battle! Dungeon Masters can quickly build new encounters for their players with the awesome mix of Githyanki, to keep play sessions exciting over multiple campaigns. With its non-blind packaging, building a quick Githyanki army is quick, simple, and perfect for an upcoming Spelljammer campaign or beyond! The most influential fantasy roleplaying game in the world has never been easier to bring to the tabletop, with the all-new Warbands! Scheduled to ship in November 2022.

WZK 96205\$44.99

SPOTLIGHT ON



HOBGOBLIN WARBAND

The *D&D Icons of the Realms: Hobgoblin Warband* contains six of the iconic *D&D* foe for your adventurers to battle! Dungeon Masters can quickly build new encounters for their players with the awesome mix of Hobgoblins, to keep play sessions exciting over multiple campaigns. With its non-blind packaging, building a quick Hobgoblin army is quick and simple! The most influential fantasy roleplaying game in the world has never been easier to bring to the tabletop, with the all-new Warbands! Scheduled to ship in November 2022.

WZK 96163\$44.99

SPOTLIGHT ON



UNDEAD ARMIES - SKELETONS

The *D&D Icons of the Realms: Undead Armies - Skeletons* contains seven of the iconic *D&D* foe for your adventurers to battle! Dungeon Masters can quickly build new encounters for their players with the awesome mix of Skeleton, to keep play sessions exciting over multiple campaigns. With its non-blind packaging, building a quick Skeleton army is quick and simple! The most influential fantasy roleplaying game in the world has never been easier to bring to the tabletop, with the all-new Undead Armies! Scheduled to ship in November 2022.

WZK 96164\$49.99

DUNGEONS & DRAGONS: ICONS OF THE REALMS

Scheduled to ship in December 2022.

SPOTLIGHT ON



ADULT BLUE SHADOW DRAGON

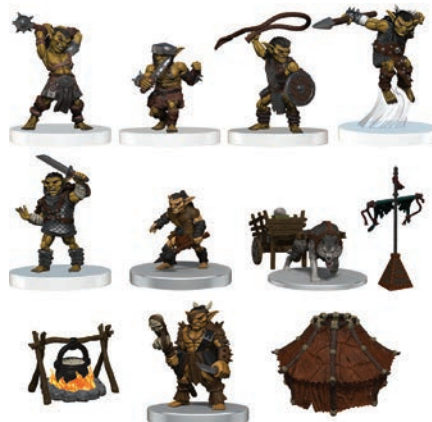
The *D&D Icons of the Realms: Adult Blue Shadow Dragon* is an excellent addition to your miniatures collection or display shelf. Sculpted with highly detailed features and using premium paints, this shadow dragon is a great foe or ally for any adventure! Shadow dragons are true dragons that were either born in the Shadowfell or transformed by years spent within its dismal confines. Some shadow dragons embrace the Shadowfell for its bleak landscapes and desolation. Others seek to return to the Material Plane, hungry to spread the darkness and evil of the Plane of Shadow.

WZK 96220\$99.99

ADVENTURE IN A BOX - GOBLIN CAMP

Upgrade your *Dungeons & Dragons* gameplay, with the *Adventure in a Box - Goblin Camp*! Inside you will find 9 pre-painted miniatures, 8 different camp dressings (including two fire pit configurations), and a two-sided, slide together tiled battle map to build out your very own goblin themed adventure.

WZK 96196\$99.99



DUNGEONS & DRAGONS: ICONS OF THE REALMS

Scheduled to ship in January 2023.

SPOTLIGHT ON



BAPHOMET, THE HORNED KING

Civilization is weakness and savagery is strength in the credo of Baphomet, the Horned King and the Prince of Beasts. He rules over minotaurs and others with savage hearts. He is worshiped by those who want to break the confines of civility and unleash their bestial natures, for Baphomet envisions a world without restraint, where creatures live out their most savage desires. This impressive miniature stands just below 4.5 inches tall on a 75mm base. *Baphomet* is featured in both *Out of the Abyss* and *Decent into Avernus* and would make a great addition to either of these fantastic adventures or as part of a growing collection. Get your own Prince of Beasts today!

WZK 96206\$49.99

SPOTLIGHT ON



BUGBEAR WARBAND

The *D&D Icons of the Realms: Bugbear Warband* contains six of the iconic *D&D* foe for your adventurers to battle! Dungeon Masters can quickly build new encounters for their players with the awesome mix of Bugbears, to keep play sessions exciting over multiple campaigns. With its non-blind packaging, building a quick Bugbear army is quick and simple! The most influential fantasy roleplaying game in the world has never been easier to bring to the tabletop, with the all-new Warbands! Scheduled to ship in January 2023.

WZK 96218\$44.99

PATHFINDER BATTLES: IMPOSSIBLE LANDS

Scheduled to ship in November 2022.



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WZK 97539\$79.99



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WZK 97540\$49.99

WIZKIDS DUNGEON DRESSINGS

Scheduled to ship in January 2023.



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Build the dungeon of your dreams with *WizKids Dungeon Dressings: Merchant's Row*! From simple farmer's markets to exotic bazaars, these stalls, tables, shelves, and displays offer prime locations for all your peddling, hawking, and vending needs. Design your adventure with *WizKids Dungeon Dressings: Merchant's Row*. Where will your campaign lead you? WZK 16537\$54.99



SIMPLE TRAPS

Build the dungeon of your dreams with *WizKids Dungeon Dressings: Simple Traps*! From Rolling Spheres to Spike Pits and flesh liquifying Acid Pits, these implements of surprise injury offer only the finest of adventurer maiming for all your ruthless needs. Design your deadliest dungeon with *WizKids Dungeon Dressings: Simple Traps*. Where will your campaign lead you? WZK 93501\$54.99



FEATHERLIGHT

Pauly the Potoo bird has fallen out of his nest! Slightly dizzy, Pauly regains consciousness on the floor, surrounded by masses of shimmering feathers. Players help Pauly put his collection of feathers back in order in this delightfully colorful new set collection and hand management game. The goal in *Featherlight* to optimally score each feather card in your hand to gain the most points. The more complex the card is to score, the more points you can earn! The player with the most points at the end wins! What makes *Featherlight* unique is the shared nest. Scheduled to ship in November 2022.

WZK 87580\$19.99

MARVEL: DAMAGE CONTROL

In *Damage Control*, each player leads a rival cleanup crew tasked to finding and securing the dangerous artifacts and technologies buried in the rubble. Represented by a pile of scattered, mostly facedown cards, each rubble card represents a powerful item. You'll use your deck of *Damage Control* employees to demolish, uncover, and collect the Rubble Cards in search of valuable items, which you will then add to your deck. You can use the items powerful abilities to make your deck stronger and more effective or send them to your vault to keep them safe and earn victory points. Be careful, though! Only the items stored in your vault will score points in the end, so don't hold on to them for too long! Scheduled to ship in November 2022.

WZK 87564\$34.99



PATHFINDER BATTLES

Scheduled to ship in December 2022.



GOBLIN VANGUARD

Pathfinder Battles: Goblin Vanguard contains 6 of the iconic *Pathfinder* foe for your adventurers to battle or use as their own goblin heroes! Game Masters can quickly build new encounters for their players with the awesome mix of goblins, to keep play sessions exciting over multiple campaigns. With its non-blind packaging, building a Goblin army is quick and simple! Goblins have never been easier to bring to the tabletop, with the all-new *Vanguards*!

WZK 97537\$44.99

WIZKIDS DEEP CUTS: W19

Scheduled to ship in December 2022.



DEAD WARLORD

WZK 90591\$8.99

MURDER HORNETS

WZK 90592\$8.99



SHIP'S CREW BOXED SET

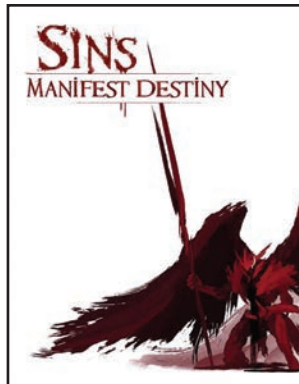
WZK 90593\$69.99

WORD FORGE GAMES

SINS RPG: MANIFEST DESTINY

Includes expanded character options for Humans and Nemissaries, with a wealth of new Qualities. New Faction-specific rules and character options for new and existing Factions and a look at the nature of the Reapers, with rules and advice for incorporating the Reaper known as Blacklight into your games. Scheduled to ship in September 2022.

WFG SIN004\$45.00



THE TERMINATOR RPG:

Scheduled to ship in September 2022.



THE TERMINATOR RPG: CORE RULEBOOK

The Terminator RPG is the official roleplaying game based on The Terminator movie and associated graphic novels published by Dark Horse comics. It is the sourcebook for the first Terminator film and its expanded universe and extrapolates from hardcore existing canon to create a living and breathing world with a multitude of possible and probable timelines. The world is a wasteland broken by the machines we built. Our own creations, our own hubris. Not in some distant future. Today. Now. The machines think they have won, but there is one last chance for humankind; a secret weapon that Skynet, in its infinite calculations, could never have anticipated: You. Play in any time including the 1980s and future war. All the main characters from the movie, such as Sarah Connor, Kyle Reese, and the T-800 are included, as is content from the graphic novels and all all-new, never seen before Terminator variants and hardware.

WFG TER800\$55.00



CORE RULEBOOK - LIMITED EDITION

A limited edition version of the brand new The Terminator RPG featuring a UV Spot cover. Perfect for any fan of the The Terminator movie and its associated comic books. The Terminator RPG core rulebook includes an indepth overview and review of the world of the movie. Where will you go and how will you defeat the forces of Skynet?

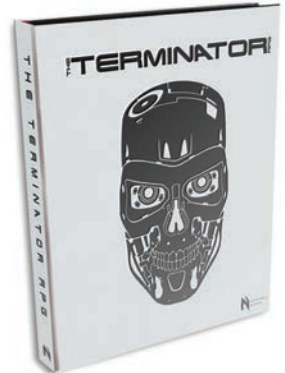
WFG TER801\$80.00



CAMPAIGN BOOK

The perfect source book for the The Terminator RPG, allowing you and your friends to play through a dozen missions inspired by the stories of The Terminator comic books, all linked together in an ongoing campaign by our team of writers led by the award winning Andrew E.C. Gaska (ALIENS RPG).

WFG TER802\$37.50



CAMPAIGN BOOK LIMITED EDITION

A limited edition version of the brand new The Terminator RPG Campaign book featuring a UV Spot cover. The perfect source book for the The Terminator RPG, allowing you and your friends to play through a dozen missions inspired by the stories of The Terminator comic books, all linked together in an ongoing campaign by our team of writers led by the award winning Andrew E.C. Gaska (ALIENS RPG).

WFG TER803\$65.00



DIRECTOR'S PACK GM SCREEN

WFG TER805\$30.00



LIMITED EDITION DICE TIN SET

These dice feature a T-800 skull motif on their 10th side and are presented in a themed metal tin.

WFG TER806\$20.00



QUICK START

Fancy getting into the The Terminator RPG by Nightfall Games. If so this is the place to start. This book includes a 3 session mission and quickstart rules set to introduce you and your friends into the world of the The Terminator RPG

WFG TER804\$10.00

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MUNCHKIN

HIJACKS GOTHAM CITY

MUNCHKIN: MUNCHKIN BATMAN

SJG 4441 \$44.95 | Available October 2022!

I've been a *Batman* fan since *forever*, so when I was asked "Would I like to design a *Munchkin* game around *Batman*?" the answer, of course, was **<DEEP BATMAN VOICE>** "That's a hard affirmative, Commissioner Gordon!"

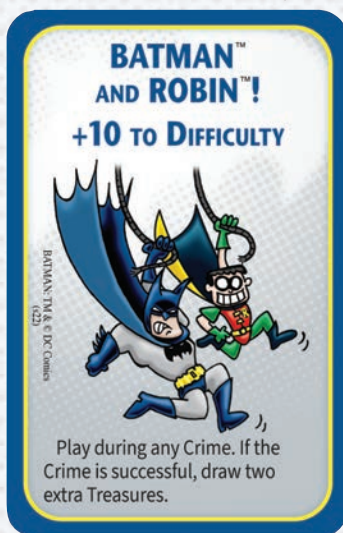
In other words... YES!!

I have to start by thanking our friends at Cryptozoic Entertainment for this opportunity. We don't have a Warner Brothers license, but they do! And they were just as stoked about the *Batman*/*Munchkin* combination as I was. So we worked together and brought you a game. A *Munchkin* game. About *Batman*. These two flavors go great together.

The first challenge was to meld the *Batman* universe with the *Munchkin* mechanics. They weren't an obvious pairing. *Batman* occasionally kicks down a door, but he doesn't kill anything except, possibly, mosquitoes. And while, in the comics, *Batman* has given other "defenders" his blessing to use variations on his costume, there is only one *Batman*. Period. So a game about multiple competing *Batmen* was right out.

The answer was to flip the sides. The players are not *Batman*; the players are *Batman*'s super-foes, and *Batman* is part of the environment in which they compete to be the #1 criminal in Gotham City. Cards for *Batman* (or *Batman* and *Robin*, or Commissioner Gordon and Gotham City's Finest) are the ones that you throw down to keep your rival from success. Pow!

So each player gets a character card, and may end up taking the part of *Joker*, *Penguin*,



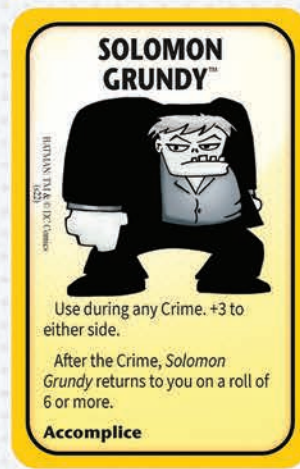
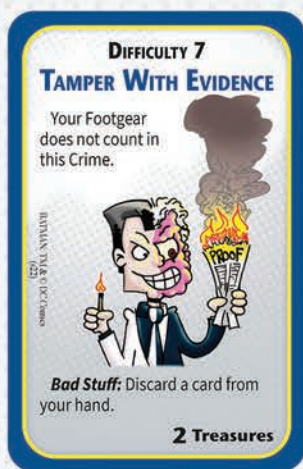
Mr. Freeze, Catwoman, Harley Quinn, Riddler, or Poison Ivy. (I really wanted to include King Tut as a player character – he's one of my own favorite foes, and he doesn't see nearly enough action. But unfortunately he's part of a continuity not covered by the license. Life is cruel sometimes! John Kovalic had a great cartoon design for Tut...)



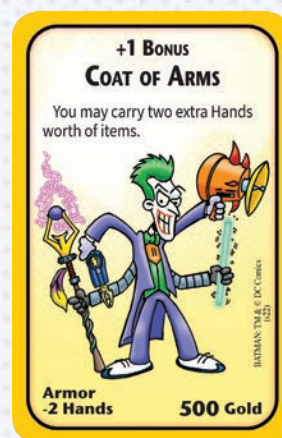
Even without Tut, there are more super-foes in Gotham City than you can shake a Bat-stick at. We couldn't make every classic *Batman* baddie a player character. (That would make an entire deck in itself!) Never fear – they are still part of the mayhem. In this game, they show up to help the PC villains, plague *Batman* for a while, and then vanish to be replaced by others. As it should be!

But *Batman*'s opponents don't kick down doors and slay monsters, either. No, they *commit crimes* – sometimes very complex and



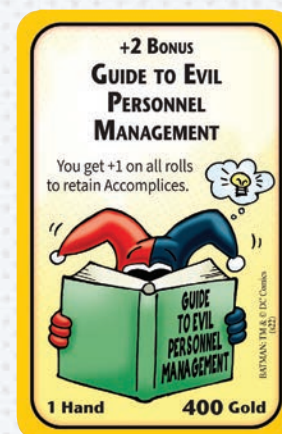


dastardly ones. So, fine. Instead of monsters, the Door deck in this game has crimes! They range from low-level (Take Candy From a Baby) to utterly fiendish (Expose the Bat-Cave)! A successful crime earns you levels. A failed crime makes you Run Away, and if you fail, Bad Stuff happens, with the worst being an involuntary trip to Arkham Asylum. (1)



Oh... as I mentioned, the art is by John Kovalic. He was overjoyed at the chance to draw some of his favorite characters doing very silly things. You will enjoy his square-jawed, unflappable Batman, his manic Joker, his purring Catwoman, and his over-the-top Harley Quinn. And over and above the character designs, you'll love his depictions of the crimes they get up to.

We spent a lot of time on this game, first to get the balance right and then to meet the stringent requirements of the approvals process. Warner Brothers knows the *Batman* canon is important, and they scrutinize everything they're sent. Except for the original whoopsie with King Tut, we didn't make any major goofs, but there were plenty of little things we had to fix to conform with the studio's modern vision of Batman. So we went back and forth, and it took a while, but the effort has been well worth it. (2)

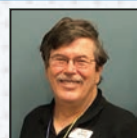


1. How would you combine this game with regular *Munchkin*? Get silly! Embrace the contradictions and have a good time. The **Joker** might have to fight the **Plutonium Dragon** at the same time that he engages in a conspiracy to **Jaywalk**. But think of all the levels he'll earn!
2. We had more than a set's worth of Stuff... but, rather than do a supplement later, we made **Steve Jackson's Munchkin Presents Batman** super-sized, with a lot more cards than the regular Deluxe sets.

This is a game to give to your favorite Bat-Fan, whether they're a gamer or not. After they read the cards, maybe they'll become a gamer. Aha, my evil plan is revealed...

...

Steve Jackson has been designing games for over 40 years and has no plans to stop. His creations include *Munchkin*, *Illuminati*, the *GURPS* and *Fantasy Trip* roleplaying systems, *Ogre*, *Car Wars*, and *Zombie Dice*. He is a citizen of the Internet until Texas cleans up its act.



OCEANS

Exploring the Unknown

EVOLUTION: OCEANS

NSG 531..... \$54.99 | Available Now!

Humans have walked on the Moon and sent robots to Mars, yet our planet's oceans have barely been explored. Any time scientists venture into the ocean's deepest regions they discover new and unusual species that could easily be mistaken for alien lifeforms.

Oceans is an interactive engine builder where players evolve species in a continually changing environment. It juxtaposes the known ecology of the ocean's surface with the excitement of exploring Earth's deepest regions. It contrasts what is known by science with what is still perceived as chaos. In *Oceans*, players must adapt species to survive against the inevitable passing of time, and predators looking for food.

When designing thematic strategy games like *Oceans*, I strive to create a story arc worth talking about after the game ends. I also had three key design goals for *Oceans*:

- 1) An interactive ecosystem that's less aggressive than *Evolution*.
- 2) The expansive feeling of a collectible card game (CCG).
- 3) To invoke a child-like excitement when players first discover powerful traits.



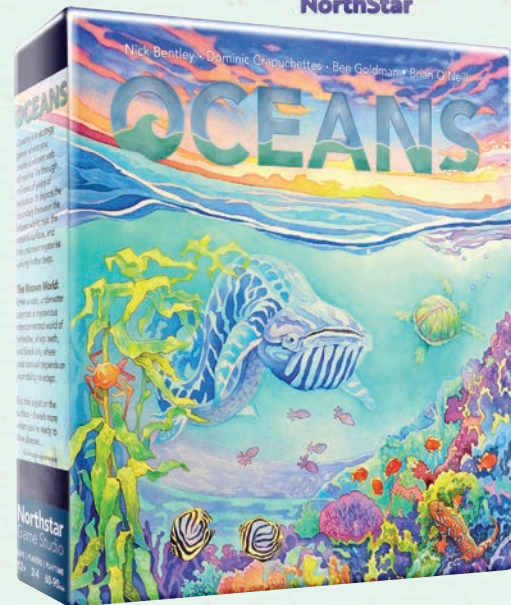
AN INTERACTIVE ECOSYSTEM THAT'S LESS AGGRESSIVE THAN EVOLUTION

Over 300,000 games have sold in the *Evolution* line, but if there has been one consistent criticism, it's that *Evolution* is overly punishing when you get attacked. Some players don't want others to mess with their plans, and they don't like that your position in *Evolution* can crumble with a strategic mistake.



The *Evolution* product line built its reputation among scientists, teachers, and fans because it mimics a real-world ecosystem. In the

NorthStar



ocean, every species larger than phytoplankton is a predator. Solving this was a complicated design issue. There was no way to remove interaction from the game and stay true to science.

Our solution was to keep the interaction of a natural ecosystem but remove the punitive effects of being attacked. This allows players to act aggressively and feel powerful without making another player feel *powerless*. Whereas *Evolution* feels like a traditional war game, *Oceans* feels more like an interconnected engine builder where every player's ecosystem interacts with and affects each other.

THE EXPANSIVE FEELING OF A COMPETITIVE CARD GAME (CCG)

I was a pro-Magic player for over five years, and I love the exploration you get with a CCG. However, CCGs have significant barriers to bringing new players into the hobby. First, they have a constantly expanding number of cards with a steep learning curve before your first game. They also come with the financial cost of collecting the latest card packs to remain competitive. We designed *Oceans* to provide an expansive CCG-like experience within the confines of a regularly priced board game.

During the first half of *Oceans*, players use traits from a deck of *Surface* cards to modify their species. With only 12 *Surface* traits, it's easy to wade into your first game without being overwhelmed by the options. *Surface* cards feature traits that mimic an oceanic ecosystem, bringing stability to the game's environment.





During the second half of *Oceans*, players use power cards from the *Deep* deck to disrupt this stability. With over 100 unique traits designed for the *Deep*, players will slowly discover game-altering traits over 30+ games. This extended time of discovery mimics the vast CCG-like experience, minus the steep learning curve and cost.

THE EXCITEMENT OF DISCOVERY



When playing *Oceans*, it's always exciting to discover a new trait. The more powerful the trait, the greater the excitement! The trick when designing the game was figuring out how to maximize these 'wow' moments without destroying the game's balance.



My solution was to create guardrails allowing the game to go completely out of control, but only for a turn or two before shutting the powerful combo down. Then when the guardrails kick in a turn later, the search for the next overpowered combo begins.



This feeling of discovery carries on in the artwork. Every illustration in the *Deep* cards is unique, illustrated by a handful of prominent industry artists echoing the excitement of exploring the oceans' deepest regions. The *Surface* cards in *Oceans* feature original hand-painted watercolors by world-renown nature artist Catherine Hamilton.

THE FUTURE OF OCEANS

We're incredibly excited to be working on a brand new expansion to *Oceans*. *Legends of the Deep* introduces *Empires*, cards that give powerful benefits to everything under your control, allowing for radical shifts in strategy throughout the game. The expansion brings cultural legends from around the globe — and a dash of high fantasy — into the *Oceans* ecosystem, continuing *Oceans* exploration into the mysteries of our oceans' depths.



...

Dominic Crapuchettes' passion for games took him from captaining an Alaskan fishing boat to starting NorthStar Games. His popular designs include *Evolution*, *Oceans*, *Wits & Wagers*, and *Say Anything*.



IT'S TIME TO VISIT THE SOUTH TIGRIS WITH RENEGADE GAME STUDIOS!

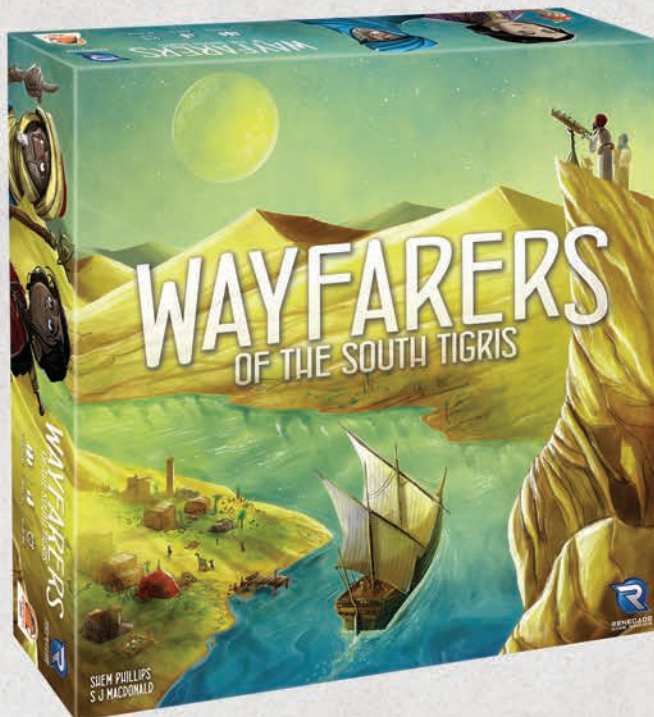
WAYFARERS OF THE SOUTH TIGRIS

WAYFARERS OF THE SOUTH TIGRIS

RGS 02509 \$60.00 | Available October 2022!

In 2017, Renegade Game Studios partnered with Garphill Games to publish the *Kenner Spiel des Jahres* nominee, *Raiders of the North Sea*. This innovative worker placement game was the second in the North Sea Trilogy that included *Shipwrights of the North Sea* and *Explorers of the North Sea*. Renegade has continued to bring Garphill games to English speaking gamers for the past 5 years, including the popular *West Kingdom* Trilogy of games.

Wayfarers of the South Tigris, coming soon from Renegade, is the first entry in a 3rd trilogy of games, this time set during the time of wild technological and scientific advancements in what is now the Middle East. *Wayfarers* takes place in the great city of Baghdad during the height of the Abbasid Caliphate, circa 820 AD. As brave explorers, cartographers and astronomers, players set off from Baghdad to map the surrounding land, waterways, and heavens above. Players must carefully manage their caravan of workers and equipment, while reporting back regularly to journal their findings at the House of Wisdom. Will you succeed in impressing the Caliph, or lose your way and succumb to the wilderness?



In *Wayfarers*, players mainly gain points by mapping the surrounding land, sea, and sky, represented by the various card decks in the game. As their research bears fruit, they'll journal their discoveries, earning useful benefits and eventually triggering the end of the game! The discoveries will also expand each player's personal tableau, adding land and water cards below, space cards above, and then augmenting those cards with inspiration and townsfolk cards providing enhanced scoring opportunities and abilities. At the same time, players will work to upgrade their Caravans with new tiles, improving the utility of various die faces and enhancing their end-game scoring as well. Players place both dice and workers to take actions and acquire cards throughout the game. This multi-layered approach means there's plenty of meat for experienced gamers to bite into, and a multitude of strategies to employ!





Many turns in *Wayfarers* will consist of placing dice or workers to take actions. Dice go on your board or tableau cards with dice spaces, and grant the associated benefits. Workers can be used to take the actions that surround the journal board. Be careful though, when used, workers are placed on the available card placed next to the taken action, and the player that acquires that card will get the workers to use themselves!

Land cards extend the left side of your tableau, and provide either new dice placement spaces or ongoing benefits when acquiring certain types of cards or upgrade tiles. Water cards will be placed on the right side, and can also provide new dice placement spots, or immediate one-time benefits. When choosing your Water cards, be sure to pay attention to the Connection Links on them, as any completed links will trigger when a new card is placed!

Townfolk cards populate the Land and Water cards of your tableau, and are tucked under them. They'll typically enhance the abilities of the hosting Land or Water card, or provide various other benefits.

Space cards fill the sky above the Land and Water, and can offer innate victory points or new scoring conditions. Be careful though, you must always map out the Land or Water below before you can turn your gaze to the stars for a new Space card. Space cards can grant many different scoring opportunities, so it's important to not neglect them!

The final card type in *Wayfarers* is Inspiration cards. While there's never a prerequisite to acquire an inspiration card, you do need an unoccupied Space card to tuck them behind, and you'll need to meet their requirements in order to double the score of the hosting Space card.



While you map the environment you'll also need to upgrade your Caravan board in order to take more useful actions and get more out of your dice. The Caravan board starts with very few useful Assets, but more can be added through upgrade tiles. You'll also be able to add resource discounts or even dice modifiers to the Caravan, allowing you to adjust dice values and enabling more freedom when placing them. Many dice placement spots on your board and cards require particular Assets to trigger. The assets in the column of each die result on your Caravan are what are available to that number when placing, so take care when arranging your board! Upgrade tiles can't overlap or extend off of the board, and cannot be moved once placed!

Once a player has exhausted all of their dice and workers, they'll need to Rest. Resting recovers all placed dice and rerolls them, and typically triggers resource abilities on some cards. Finally, most Rests will allow a player to Journal, publishing some of their findings and receiving a helpful benefit, and eventually triggering the end of the game. The player with the most victory points wins and is considered the greatest mind of their age!

Wayfarers of the South Tigris is coming from Renegade Games in early 2023!

...

Matt Holland is a husband, father, gamer, industry veteran and Star Wars nerd based in Minneapolis, Minnesota. Catch up with him at [@pbpanchomatt](#) on Twitter.



Featherlight



FEATHERLIGHT

WZK 87580 \$19.99 | Available October 2022!

Pauly the Potoo bird has fallen out of his nest! Slightly dizzy, Pauly regains consciousness on the floor, surrounded by masses of shimmering feathers. Players help Pauly put his collection of feathers back in order in this delightfully colorful new set collection, hand management game.

Featherlight is a competitive card game. The goal is to optimally score each feather card in your hand to gain the most points. You'll have to swap cards cleverly and collect sets that will combine with both your private hand and the public pool of shared cards (called the nest). Each feather card can earn you points, based on which feathers you have in your hand, and which feathers are in the nest at the end of the game. The player with the most points at the end wins!

HOW TO PLAY

To set up a game of *Featherlight*, players first shuffle the 70 feather cards together then remove a certain number of cards at random depending on the player count. Deal each player a hand of five cards that will remain private to themselves, and then deal six cards faceup to the center of the table to form the nest. Split the remaining cards into two equal-sized piles to create two separate draw decks and you're ready to begin!



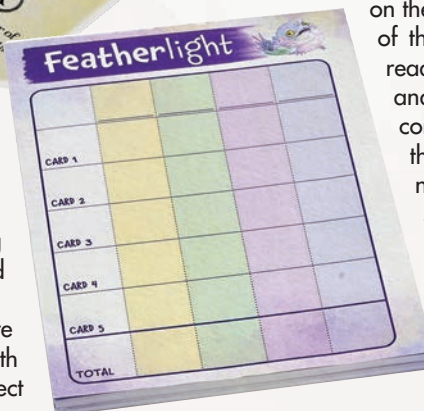
The game is played in clockwise order, beginning with the starting player. Each player must perform exactly one of two available actions on their turn, which are either: Draw a card into your hand from one of the two facedown piles, then discard a card from your hand into the nest (covering one of the faceup cards already there) or swap a faceup card from the nest with a card from your hand.

What makes *Featherlight* unique is the shared nest. You're not just managing the cards in your hand but competing with your opponents to manage those central cards that affect

everybody's points. Maybe your interests align, and you can keep the card that you want available. Maybe you take the card your opponent desperately needs. Maybe you can even bluff an opponent into taking a useless card, revealing the card you needed underneath it! You'll have to juggle the needs of your hand and the nest while guessing at how the nest will change before your next turn if you want to succeed.

The game ends as soon as the last card is drawn from one of the two draw piles. The player who drew the last card still gets to finish their turn, then the final scoring takes place. Whoever scored the most points wins! Players have the option to start a new game at that point, or they can participate in Pauly's Feather Tournament — a variant that lets players score three consecutive games worth of points to determine one ultimate winner!

We're incredibly excited to announce *Featherlight*, a game we believe players of all ages are going to enjoy. Upon first look, you can't help but fall in love with Pauly the Potoo bird. Isn't he so adorable? Look at that face! Moving past those piercing yellow eyes, you have to appreciate the artwork and design that went into these striking, tarot-sized cards. Kira Jager has done a wonderful job illustrating a lovely collection of unique feathers that create a burst of color on the table. The graphic design and layout of the iconography make it very easy to read and comprehend each card up close and at a distance, which is useful when comparing your hand to what's out in the nest. *Featherlight* fits that wonderful niche of games that can be taught in seconds but pulls players back game after game to unlock new strategies for hours of fun. We hope you and your players enjoy the colorful, fast-paced, strategic atmosphere this game creates as much as we do.



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CHAINSOMNIA

GGD JPG143 PI | Available Now!

For the second time now, Japanese Games has partnered with DELIGHTWORKS Inc. to launch *CHAINsomnia*, a new and thrilling co-op escape game!

Heavily story focused, *CHAINsomnia* centers around a group of children desperately trying to escape from the dream castle of the great evil Daemon. Included are a Mystery Envelope with five different ending cards, six different character standees showing off gorgeous art of the group of children as well as six different matching character boards. 22 room tiles ensure that your adventure through the Daemon's dream castle is always unique and interesting, and 40 event cards mean that you will always want to encounter something new!

Each character in the game is distinctive, with their own abilities and level of difficulty in escaping the castle. For example, one of the children attempting escape from the Daemon and his dreadful spirit chains is Ryan, the son of the king who was born outside of the royal family and raised in the slums. His natural commanding nature gives him the ability to spend one Action Point to move any character to a Room that another character occupies — a useful skill when trying to get through the castle quickly.



Not only is each character unique in their story and background, they also all have their own tokens and footprint icons to represent their Action Points. One of the other children, Isaac, is the son of a self-made millionaire, and he uses a wheelchair to get around. This means that his footprints are actually his wheel tracks!

Each character also has three different attributes that they rely on during their journey throughout the castle. Strength, Wisdom, and Luck are all used for tasks such as searching Secret Spots and vanquishing terrible Bad Dream cards. Different children have different strengths and weaknesses in terms of their attributes, such as Charlotte having a specialization in Wisdom, and Ryan having a specialization in Strength.

Even with the diverse skills of the children at your disposal, escaping from the Daemon's dream castle will not be easy. With count-

less twists and turns within the castle's chambers, each player will spend their turns exploring Rooms, searching Secret Spots within those Rooms, and giving or taking Chain tokens. These tokens represent the spirit chains of the Daemon, drawing the souls

of the children ever closer to the spirit cages. Within these cages the children's souls will be trapped, unable to act or move until they calm their fears — all the more reason to work together and prevent anyone from being taken!

Spirit chains are not the only thing that the Daemon will throw at you on your way towards the exit of the dream castle. Bad Dream cards also plague the cast of children as they explore, trapping them in certain rooms and possibly afflicting them with more spirit chains. The only way to be freed of these Bad Dreams is to have a friend vanquish them by meeting the conditions on the card from an adjacent Room. Stick close to your friends,

plan ahead and freedom from Bad Dreams will be yours before long!



The children and their abilities are not the only things you have at your disposal to escape the castle, however. There are also 20 different item cards with a wide variety of different effects, including ones to shorten the spirit chains surrounding you! Some item cards may not have such obvious effects, however. Such as the Toy Bear item card that initially seems like a simple teddy with no useful effect. They could prove to be much more useful when you finally find yourself free of the castle, however...

With the wide range of room tiles and ending cards, *CHAINsomnia* is highly re-playable with anywhere from 1-4 players, and mixing up what characters you play will always bring a fresh twist to things! Try to lead every child free from the castle of nightmares and vanquish the power of the great evil Daemon once and for all.

CHAINsomnia releases this September and retails for \$39.95. Be sure to watch out for it and other Japanese Games products in the future!

...

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PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR



EPISODE #49: SPEEDPAINTING TERRAIN, PART 2

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

FILLING A TABLE IN NEXT TO NO TIME!

As we've seen this summer there has been a lot of Games Workshop gaming going on – *Necromunda: Ash Wastes*, *Warhammer: Horus Heresy*, and of course the ubiquitous 40K.

Last episode we showed you how to paint Games Workshop's older Sector Mechanicus terrain in a gritty, grimy fashion. For this episode we were taking a slightly different approach – painting up some of the more recent Fronteris terrain with a cleaner, more vibrant look.

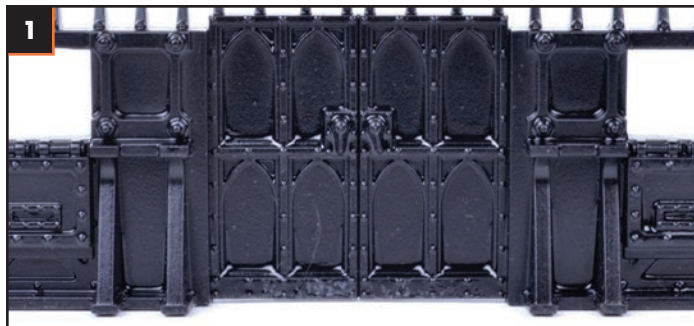
Not too surprisingly, the methods are similar and this one might just get your terrain painted a little faster. This one replaces the metallic structures with brightly painted panels, and relatively clean edges (thanks to a single drybrushing step).

The key here is to pick a strong and simple color scheme with no more than four colors (although three might be better). The aim is to use spray cans to paint you basecoats and shading of your pieces, so that drybrushing and detailed painting can be fast, or a little lengthier for strong details.

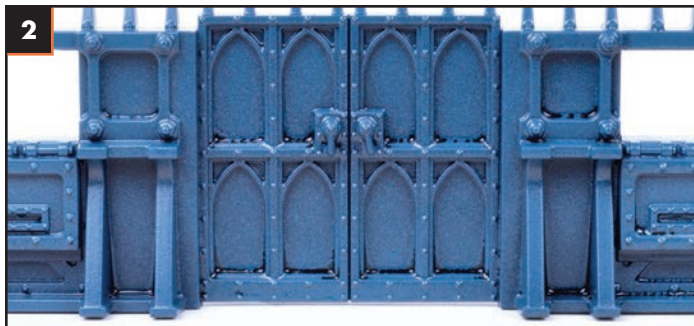
Assemble all of your terrain and drag it outside to get started all at once. Using the same sprays on all your terrain will reduce the chances of different batches of paints, which can lead to varied finishes.



The terrain used as examples on these pages are from Games Workshop.



Prime your terrain with GW Chaos Black spray.



Basecoat with a fun color spray. This color is from a hardware store range and is called Peacock Blue.



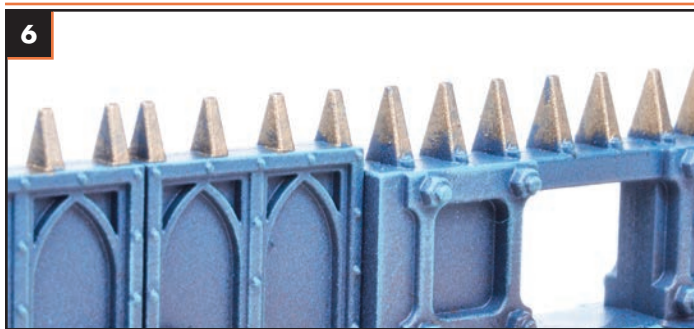
Spray a dark "coffee" brown along the bottom of the terrain pieces to give a dark and grimy look to them.



Drybrush the texture with a color that highlights the base color. In this case we used GW Sons of Horus Green



For the yellow accent pieces, basecoat with GW Averland Sunset and highlight with VGC Sun Yellow. If you want to shade the yellow, you can with some thinned GW Skrag Brown.



All metallic parts were painted with VGC Tinny Tin.

DIGGING IT IN

Whilst this terrain is no doubt most efficient when it is left loose so that you can place it where ever you need it and on whatever surface you are playing on, but when you are building a textured gaming table, it can look great if you "bury" some of your buildings into the landscape. This Fronteris Landing Pad was glued to the foam of the table before the sand was added and the table painted.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



MYSTIC VALE: ESSENTIAL EDITION (AEG 7115)

From Alderac Entertainment Group, reviewed by Eric Steiger



12 & Up



2 - 4 Players



45 - 60 Minutes

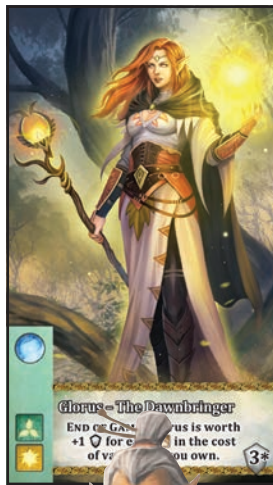


\$89.99

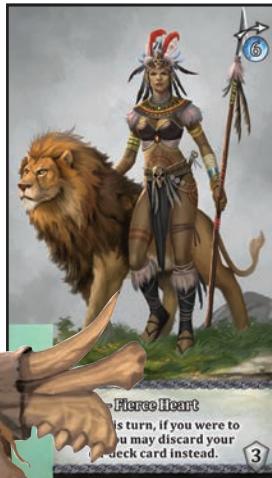
In 2016, AEG published an interesting little game from an unknown designer named John D. Clair. The gimmick was that it was a deckbuilding game... in which you don't build your deck. Instead, you *sleeve* it, and add clear overlays to your cards to create combos on a single card. Add in a simple *push-your-luck* mechanic, and boom! "card-crafting" was born with *Mystic Vale*. Fast-forward six years, and card-crafting has been the basis of numerous expansions for *Mystic Vale*; meanwhile, John D. Clair has become a veteran designer with over 40 titles to his name. So...why am I talking about *Mystic Vale* now?

Because AEG has recently released the *Essential Edition* of the game, which includes the first three expansions (*Vale of Magic*, *Vale of the Wild*, and *Mana Storm*). In addition to being a great value (\$89.99 MSRP for \$135 worth of sets), the *Essential Edition* is a more complete game than the original base set. Most people don't know that *Edge of Darkness* was actually Clair's first card-crafting design, but it was more involved and complicated than AEG was comfortable publishing to prove that the concept had legs. So, they had Clair strip out almost all the other elements of the game, and he gave them *Mystic Vale*. Then, they removed some of the more thematic and complicated cards from that, saved those for the first two expansions, and produced a beautiful but somewhat simple game to show off the card-crafting mechanic. *Mystic Vale* was successful but criticized for being overly simplistic. Now, with the benefit of 6 years established in the market, new players have the opportunity to learn the base game of *Mystic Vale* and then immediately graduate to the full game the way it was originally intended to be played.

For those unfamiliar with the game, your deck is always 20 cards. Initially, these cards contain mana symbols or decay symbols. Your turn consists of revealing, then playing, cards from your deck one at a time, pushing your luck. See, the top card of your deck is always turned face up ("on deck"), giving you the opportunity to choose to play it (and then reveal the new top card) or stop...but if you are ever showing 4 or more total decay symbols among your in-play and on-deck cards, you have Spoiled (busted) and lose your opportunity to buy advancements (clear plastic cards that sleeve into



Glorus - The Dawnbringer
END OF GAME: Glorus is worth +1 VP for each in the cost of your own. 3*



Pierce Heart
This turn, if you were to you may discard your deck card instead. 3



Yaqul - The Poisoned
HARVEST: Gain 1 VP per card less than 7 cards in your field. Then place cards from the top of your deck (do not place your on-deck card) at the end of your field, until there are 9 cards in your field. 8

your deck and upgrade your cards) and Vale cards (which stay in play instead of your deck, and score you VP as well as some permanent bonuses). The one consolation you get from spoiling is that it refreshes your mana token, which you can spend for one additional mana if you need it. In general, advancements cost mana, and produce spirit icons of various types, which you use to buy Vale cards. Naturally, more powerful advancements cost more, and the most powerful ones can generate VP on their own, as well as producing significant resources with which to buy more cards.

That's really the entire game, so you can see why the basic game alone might end up feeling stale after a while. Enter *Vale of Magic* and *Vale of the Wild*. *Vale of Magic* doesn't add any major new rules or mechanics but does introduce some advancements that have special effects when you first buy them, as well as an emphasis on Guardian symbols (which exist in the base game and produce effects that scale up the more

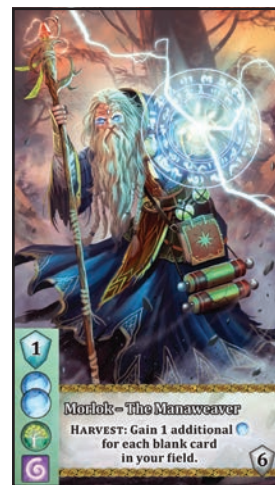
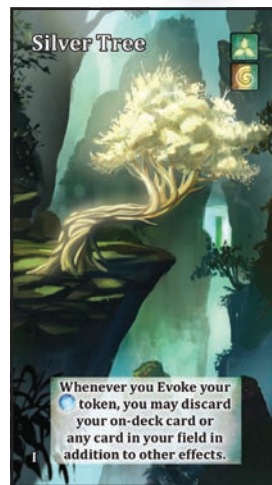
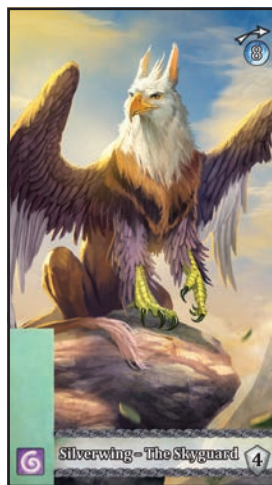


you have on a card). *Vale of the Wild* introduces some asymmetry by allowing players to start with Leader cards in their deck, each of which produces some special and unique bonus when played. It also adds Eclipse advancements which, unlike regular advancements, still provide some bonus or benefit when they are covered up by later advancements on your cards. Finally, *Mana Storm* introduces Amulets, which replace your mana token with a unique special ability to create even more asymmetry.

Altogether, adding the first three expansions to the base game of *Mystic Vale* creates a more well-rounded experience, allowing players to start with the core game and gradually expand to the full version the way it was always meant to be played, with the full mechanical depth and re-playability that Clair intended. Note that there are no new versions of any of the cards in this set, so there's nothing in here for existing players. At \$89.99 MSRP, you are probably going to want to try the game with one of them before you take the plunge, but if you do and you like it (and I suspect that you will), the value here is considerable.

...

Eric is your friend, and friends wouldn't let you play bad games.



PATHFINDER RPG: COMPLETE WIZARD CHRONICLE (BGR B&GP05)

From Beadle & Grimm's, reviewed by John and Isaac Kaufeld

 14 & Up	 2 - 5 Players
 90 Minutes	 \$40.00

Everyone who loves roleplaying games handles their character sheets and game notes in different ways. Some people — like me — never quite got the hang of writing down my character's story as a continuing legend-in-the-making.

But if anything will inspire me to bask in the power of long-hand game notes, the *Pathfinder Complete Wizard Chronicle* from Beadle & Grimm's will do it. Wrapped in vegan leather, this hardback tome is the ultimate elegant home for every detail about your character's life and adventures.

Let's curl up in the corner of our castle workshop and take a look at the top five things that the *Complete Wizard Chronicle* delivers to bring your favorite magical character to life.

BEGINNING AT BIRTH

Every character's story starts somewhere, whether that's in the hands of a capable midwife or a seething vortex of magical energy. *The Complete Wizard Chronicle* starts right there at the beginning with a built-in "certificate of live birth" designed to fire your imagination.

The certificate includes space for all the standard items a fantastic birth needs, like location, ancestry, and parents ("if known"). From there, it dives straight into deep background and potential plot hook territory with spaces to record the birth conditions, peculiar birth marks, and how your character was raised.

It reinforces the plot hook options and builds a sense of history with sections for inherited quests, familial curses, and magical treasures that have been in the family for generations.

A SPACE FOR EVERY DETAIL

Cramming your wizard's details onto a typical two-page character sheet often demands writing so small that you need a magnifying glass and a great perception roll to decipher your notes.

Those concerns vanish here thanks to this book's 20+ pages of space devoted to everything from your character's basic stats to feats and abilities, favorite spells, and the creatures you most often summon.

And if you enjoy Pathfinder Society games, the *Complete Wizard Chronicle* gives you dedicated pages for boons, scenario logs, quest notes, and lists of important people that your character knows or interacted with.

NOT YOUR ORDINARY JOURNAL

Fully one third of the book is dedicated to pages for recording the story of your character's adventures in the chronicle's journal section.

The journal includes a mixture of page types to help you capture every detail. You start with plenty of narrow-ruled pages for general notes. Interspersed among those you'll find quotes from legends of the Pathfinder universe such as Ezren, Tahenkot, Almara Delisen, and more, along with special call-out spaces for recording notable foes and great battles.

To further encourage your storytelling, the journal section also includes blank pages for sketches, graph paper for recording maps, and inspirational images of magic items and eerie creatures from beyond.

TO THE BATTLE BOARD!

Tucked away within a built-in bag inside the back cover is a heavy plastic dry erase battle board for tracking your character's stats during each game session. Think of the board as a highlights area for the information you need to have handy to maintain the flow of the game.

The front includes spaces for spell notes, consumables, a few character stats like perception armor class, and spell saving throws. On the back, you find a detailed game cheat sheet with quick reference guides for basic actions, hero points, and conditions.

And if your character isn't careful during the adventure, there's a section on the rules for Death and Dying (plus a Certificate of Death a few pages in).

JUST THE RULES YOU NEED

Wizard characters grow in so many possible directions that it can be hard keeping up with which rules cover what. That's why Beadle and Grimm put a lengthy rules reference section right into the *The Complete Wizard Chronicle*.

Have a question about a spell, some skills, or perhaps the detailed character creation instructions about your class? Just grab your chronicle and slip through the pages to find exactly what you need. The exhaustive spell lists alone make this book a valuable purchase.

VERDICT

Everything about *The Complete Wizard Chronicle* tells a story of quality components, thoughtful design, and meeting the needs of real-life roleplaying game lovers.

The book's thoughtful design touches made a big impact on us. For example, the book's graphic layout includes gorgeous elements that mimic the tears, stains, and naturally uneven cut of hand-made paper. The book uses different paper stock depending on whether you're looking at reference pages (heavy-duty glossy paper) or the journal pages for your character's stories (uncoated paper).

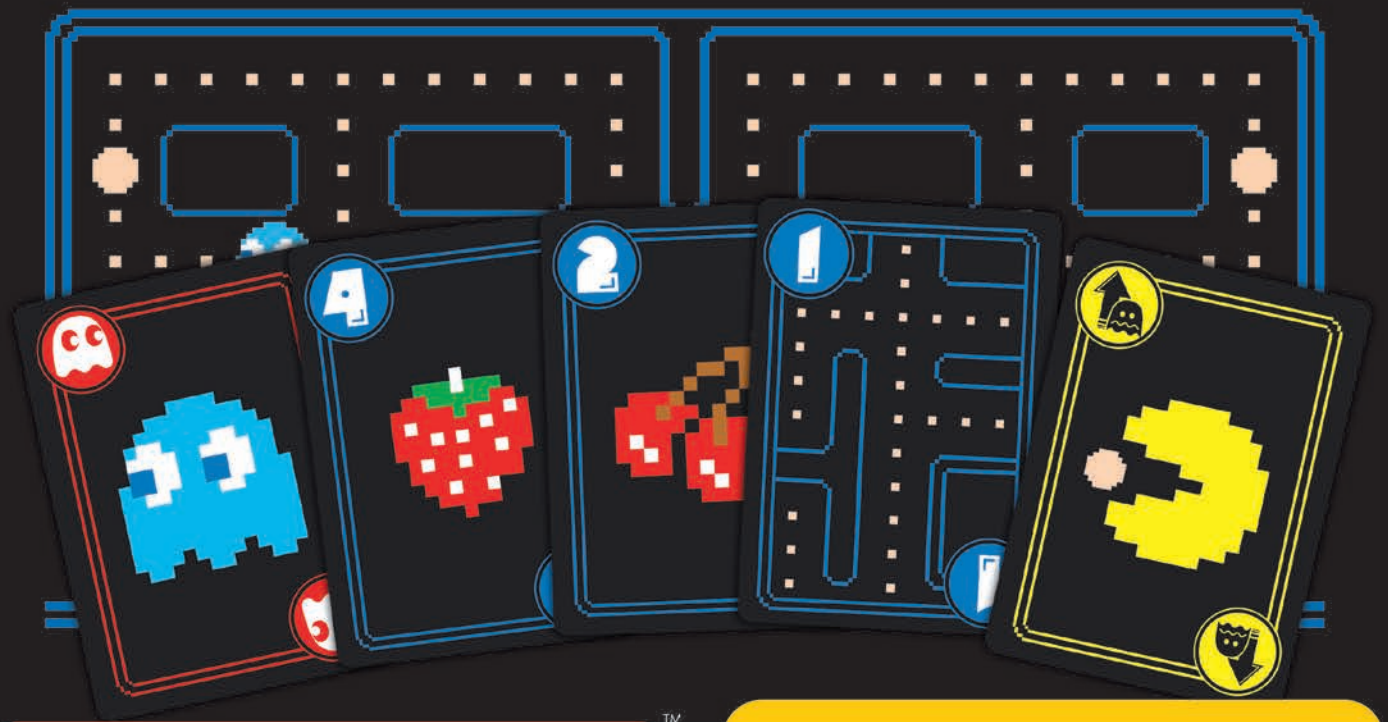
This book rocked our collective worlds. The journal pages take ink very well, while the glossy paper protects the reference guides. The space for plot hooks and quests blows my mind.

If you're really proud of your *Pathfinder 2e* wizard and want to cherish their story as you play it out, then you need this book. Really, it's that simple.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



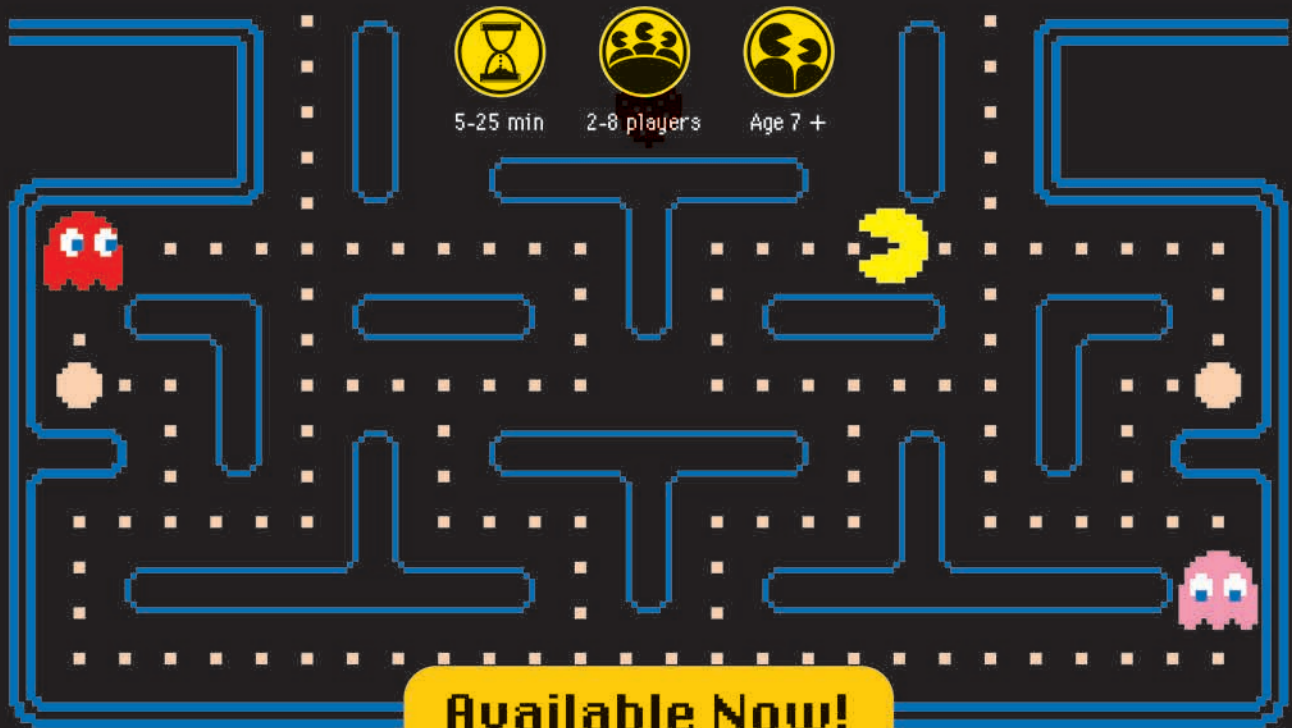


THE CARD GAME

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THE WIZARD OF OZ: ADVENTURE BOOK GAME (RVN 60001948)

From Ravensburger, reviewed by Brian Herman

 10 & Up	 1 - 4 Players
 30 - 45 Minutes	 \$39.99

There are some games you play because the engine is so compelling that no matter the subject you can immerse yourself in the game system itself. There are some games that draw you in simply because you know and trust the publisher to put out a quality product. Lastly, there are games that catch your eye because of the source material alone. It's a rare occasion, however, when a game hits all three of these bullet points in one fell swoop; *The Wizard of Oz* has been a part of my life for as long as I can remember and holds special significance to me. I watch this movie once a year without fail, and it always moves me.

It's with this mindset I dove into Ravensburger's *The Wizard of Oz Storybook Game*. With my expectations high for a company whose product I've come to adore handling an intellectual property near to my heart, all that was left was to explore the game itself to see if it could rise to the occasion. Come with me, dear reader, to a dreamlike land somewhere over the rainbow and let's find out together.



"I'VE GOT A FEELING WE'RE NOT IN KANSAS ANYMORE."

Setup for a Storybook Game is compelling, as the game board is a giant book laid in the center of the table and opened to the first chapter. Specific chapter tokens and miniatures are placed in their starting locations according to the setup instructions. Decks of Story, Special, and Plot cards are laid out next to the board and each player is given a starting hand of 4 story cards. These cards are each one of five different resources each with a different color and symbol that will be needed to discard to meet different challenges throughout the game: Brains, Heart, Courage, Wonder, and Magic. Each chapter will have a set of challenges laid on the right side that will need to be completed to move on as well as a "Lose" condition each player should familiarize themselves with.

"SOME PEOPLE WITHOUT BRAINS DO AN *AWFUL* LOT OF TALKING, DON'T THEY?"

Gameplay is a little different than other board games: *The Wizard of Oz* is a cooperative game, and players don't pick a specific character, but rather take turns manipulating the available characters to achieve specific goals. Each turn is broken into five different phases. First, is the "Move" phase where the active player can move a single character up to 2 spaces or two different characters 1 space each. Next is the "Storytelling" phase, where players can choose to do several things in any order. Discard cards to move a character 1 space for each card discarded, play Special cards for a variety of affects (more on this later), trade a single card with any other player, and complete Challenges. Each chapter has a series of challenges laid on the board that require a certain board state (characters in specific locations, etc) and a specific number and type of cards to be discarded to complete it. Next phase is the "Draw" phase where the active player draws two cards from the Story deck to prepare for next turn. Following that is the "Plot" phase, where a single card is flipped from the Plot deck and the instructions followed, usually to the detriment of the players. Finally, the "Discard" phase where a player must discard down to 6 cards if they have more than 6.



"NOW I KNOW I'VE GOT A HEART, 'CAUSE IT'S BREAKING."

As mentioned before, the way to progress through the story is to complete chapters via challenges, which can have rewards beyond marking them complete. Some challenges will allow the player to draw a card from the Special deck, which allow for one-off affects when played, such as drawing extra cards, or not drawing a Plot card that turn. Once a chapter is completed, all drawn Special cards are shuffled into the Story deck for the next chapter so that they can be redrawn. However, if a chapter is failed and the players lose, all Special cards must be removed from the Story deck and the players must start over at Chapter 1.



"PAY NO ATTENTION TO THAT MAN BEHIND THE CURTAIN."

Overall, *The Wizard of Oz* captures the feel of moving through the beloved film as the players follow along with Dorothy as she befriends the locals and tries to get back to her home in Kansas. The care and attention to detail Ravensburger has put into the product is evident from the mechanics to the production values, and I can't recommend it enough.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.



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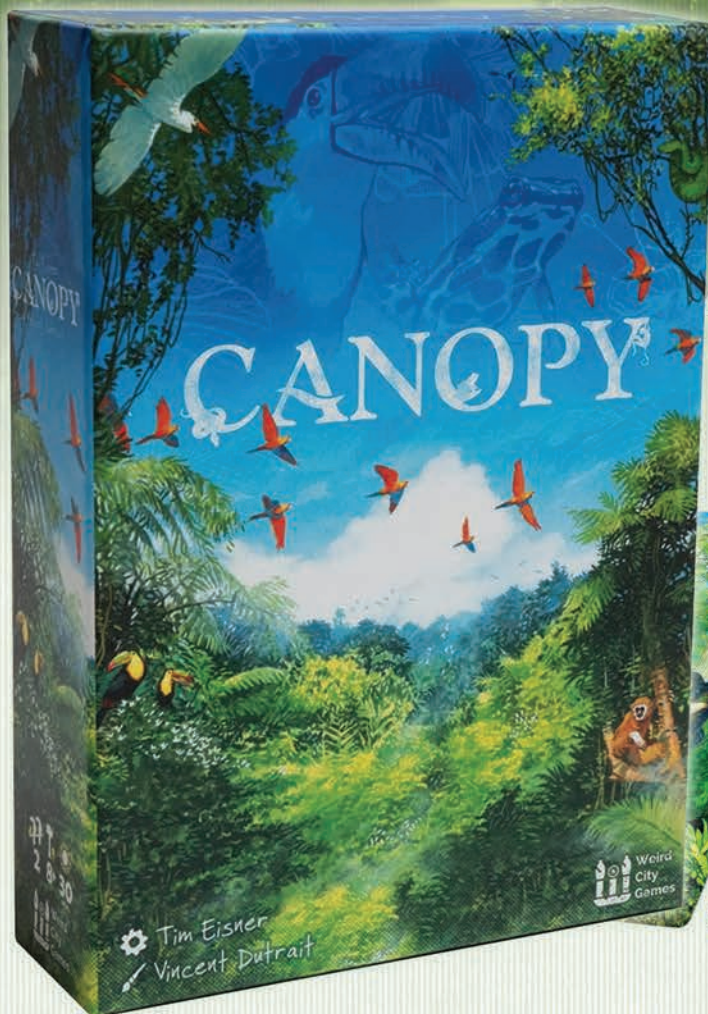
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Greetings GTM Fans!

For our September issue, *Game Trade Magazine* and *Game Trade Media* are teaming up with Weird City Games to bring you a botanical giveaway!

One lucky winner will a copy of *Canopy*, courtesy of the fine folk at Weird City Games! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on August 23rd and will close on September 19th, so don't delay!

Already a fan of *Game Trade Magazine* and *Game Trade Media* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).

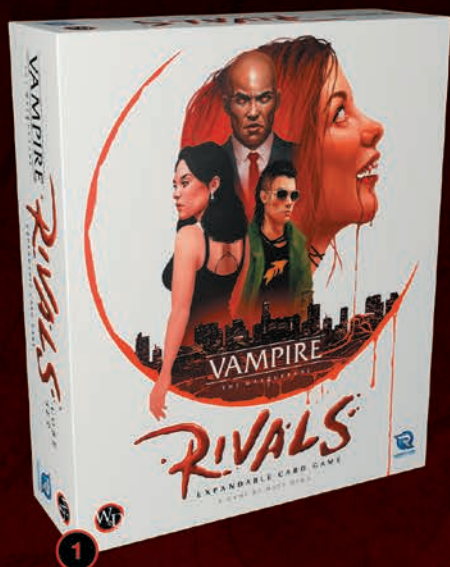


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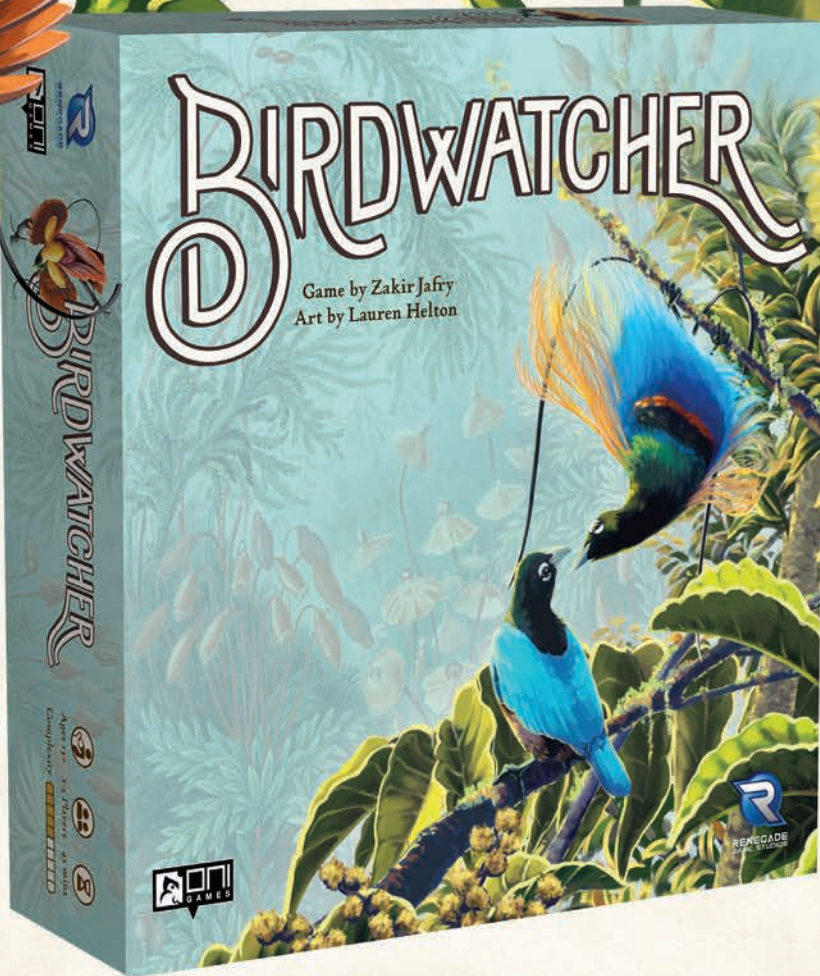
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SEPTEMBER RELEASE

MRSP: \$40

SKU: RGS02326



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1-5 Players

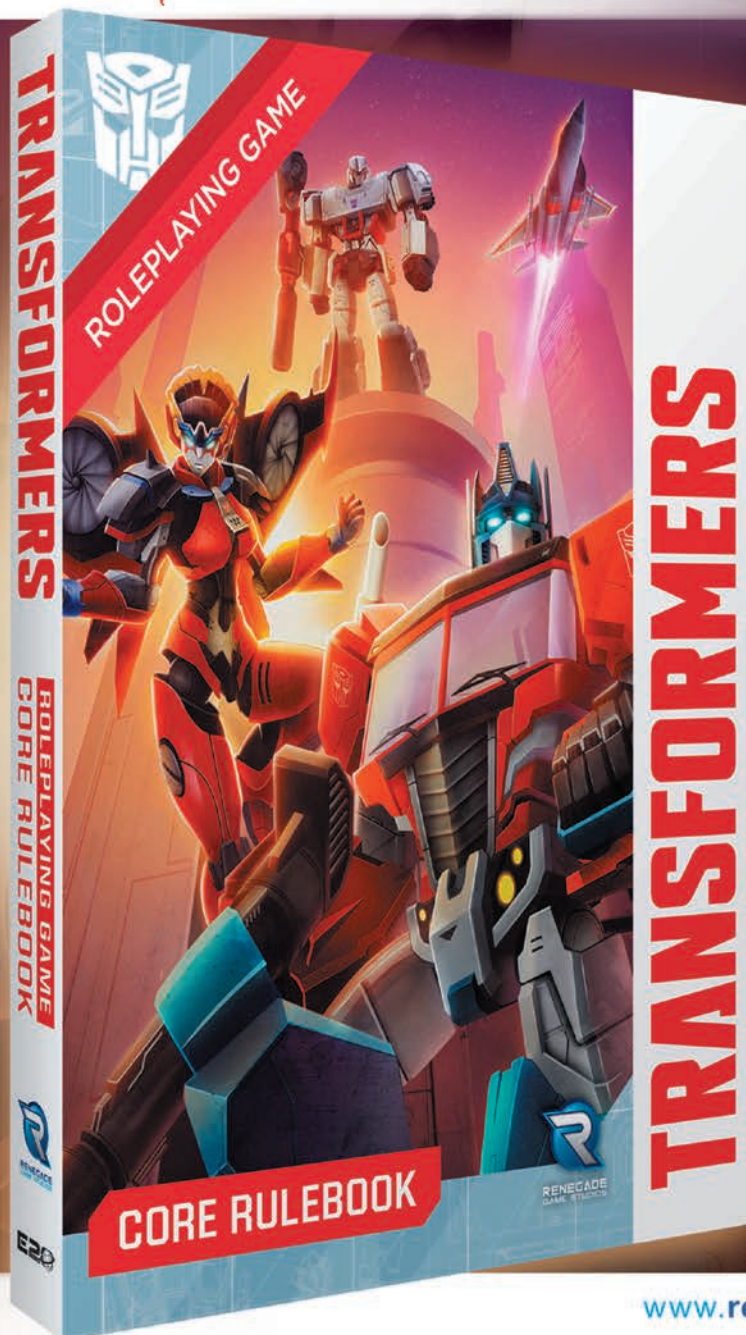


45 mins.

Complexity A horizontal bar with 10 segments, where the first 5 segments are filled with a brown color, indicating the complexity level.



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1-5 Players



45-90 Minutes

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MSRP \$45





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Ages 14+

60 min

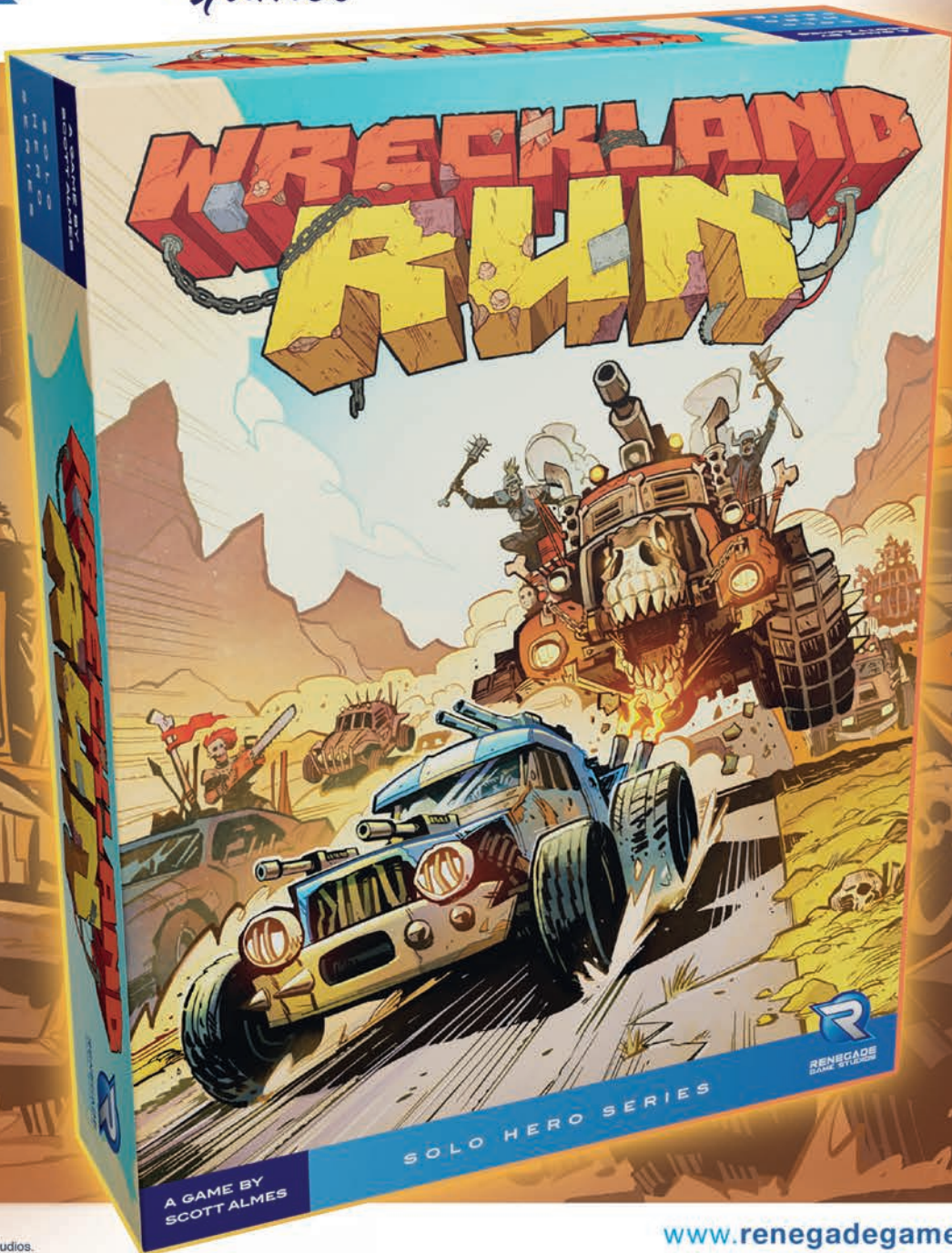
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